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ALIEN IQ TEST, P.48

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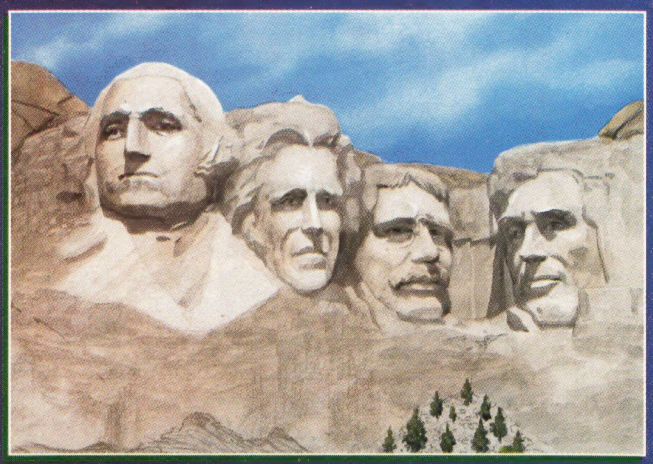

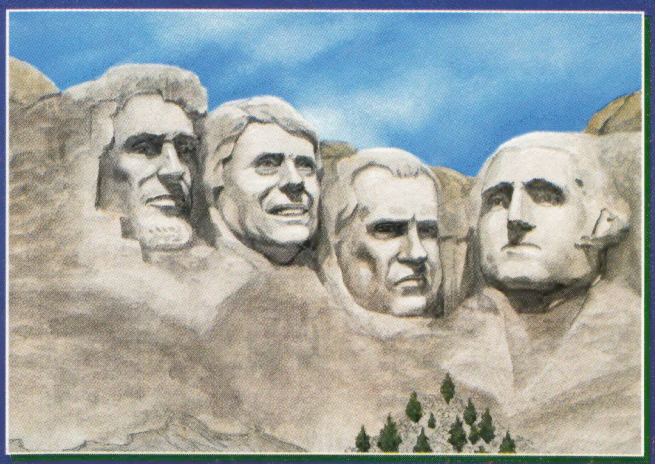

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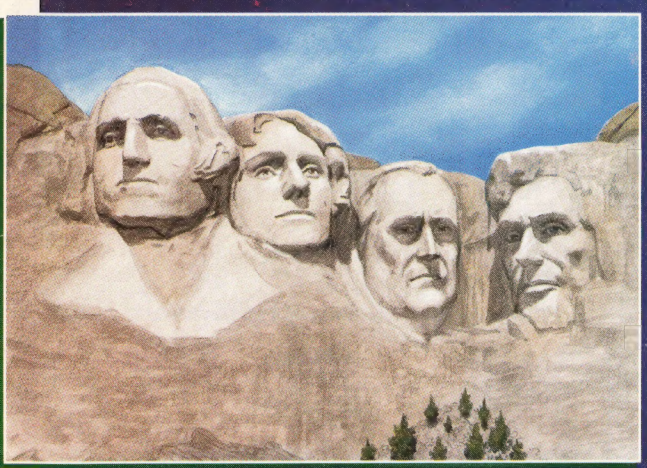

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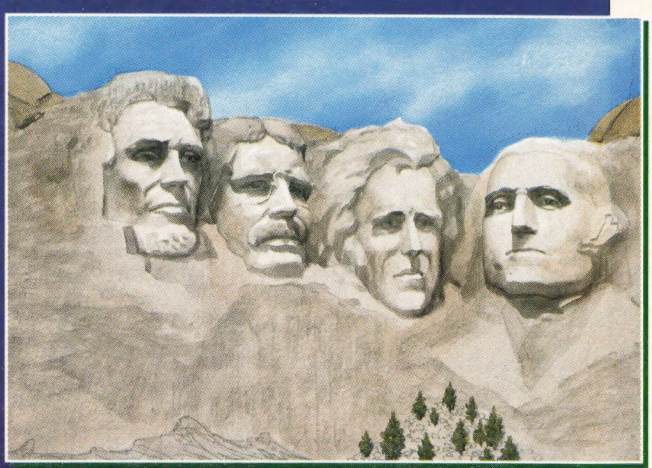
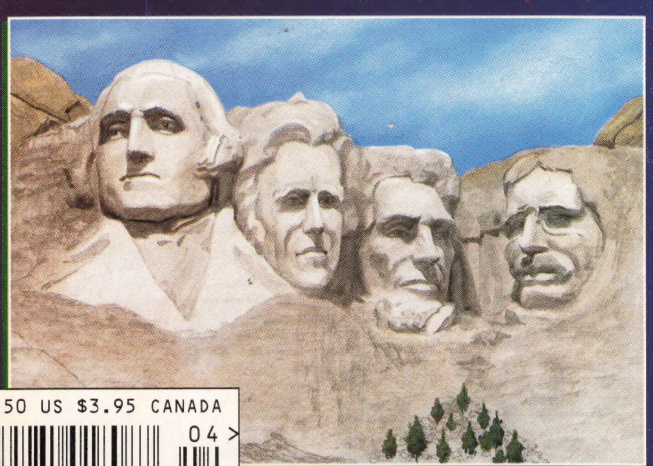
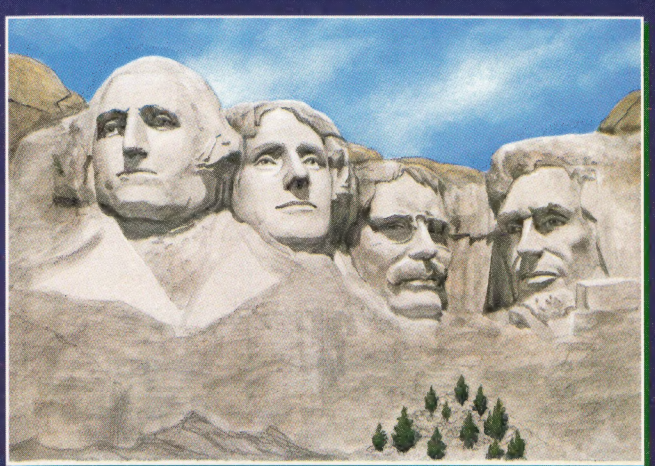
ANSWER, PAGE 40







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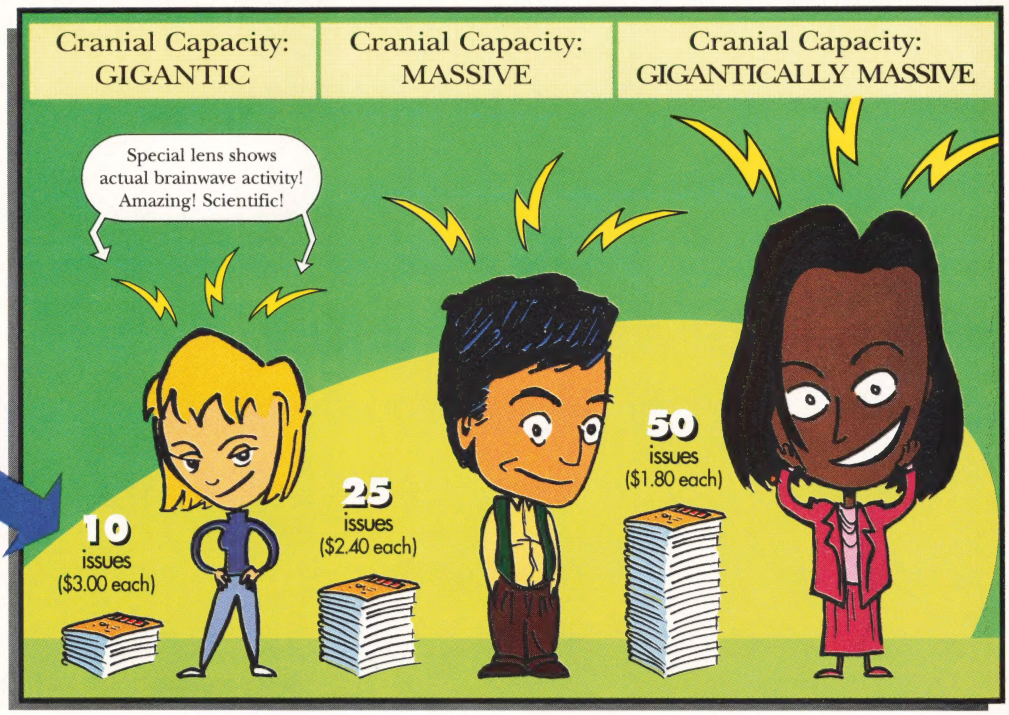
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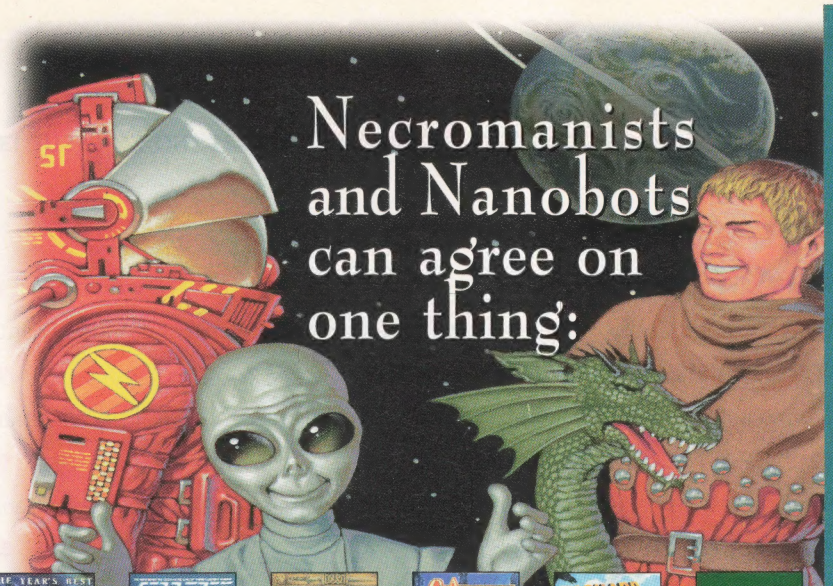

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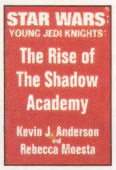

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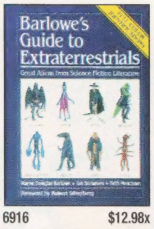

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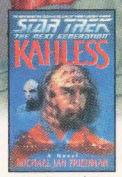

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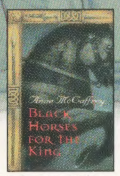

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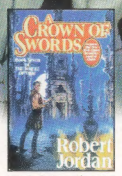

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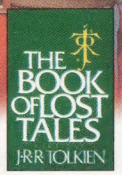

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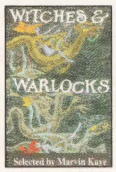

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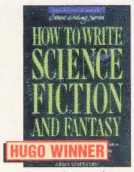

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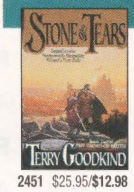

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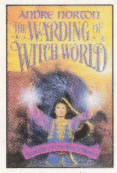

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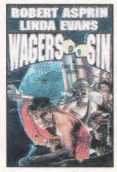

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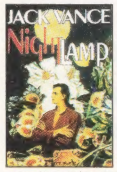

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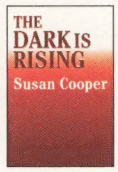

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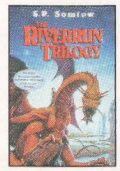

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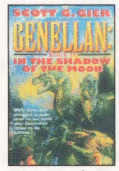

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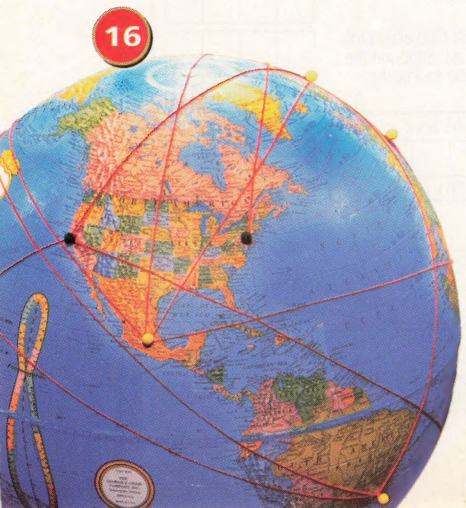

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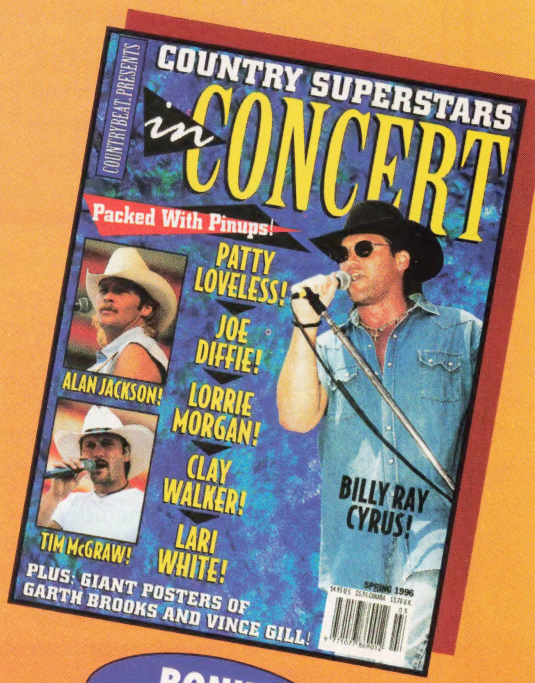

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LETTERS

EDITOR'S MESSAGE

Each April issue, as longtime GAMES readers know only too well, we celebrate April Fool's Day by offering up puzzles or contests with twists that are a bit more twisted than usual (check out "Color Scheme" on page 50, for example). Our favorite holiday also means that you shouldn't necessarily take everything in this issue at face value.

Hidden contests are another April tradition, and as usual there's one in here somewhere. When you find it, follow its instructions and send your entry to: Hidden Contest, GAMES Magazine, P.O. Box 184, Fort Washington, PA 19034. Fifteen entries (that have correctly followed the instructions) drawn at random on May 1, 1997, will be awarded a GAMES T-shirt. I won't give you any hints about its location, except to remind you that last time it was on the Dszqup-hsbnt! page—so it's very unlikely you'll find it there this time. Good luck!

—R. Wayne Schmittberger
Editor in Chief

PUZZLERS, TAKE NOTE

Your "1997 Games & Puzzle Events Calendar" (February, page 54) omitted an important event. This year's National Puzzlers' League Convention—featuring original and group games and puzzles, as well as informal after-hours board, card, and trivia games—will take place July 17–20 at the Key Bridge Marriott Hotel in Arlington, Virginia. Nonmembers are warmly welcomed. Contact: Dana Richards, 703-352-9850. For a minisample of *The Enigma*, the NPL's newsletter, send a stamped self-addressed envelope to Francis Heaney, 509 East 5th Street #3B, New York, NY 10009.

—Paddy Smith
East Windsor, NJ

PLEASE DON'T ASK AGAIN

A puzzle has been circulating around my office that I haven't been able to figure out, and it's driving me crazy. It goes something like this: "Two words that end in -GRY are ANGRY and HUNGRY. There are three words in the English language. What is the third? It is a common word." Please help!

—George Vagry
Pedigry, LA

All right, even though we've covered this before and there was even a big story about it in USA Today *last year, we'll be happy to give you the answer one last time. Frankly, though, we're still puzzled as to why most people so easily think of ANGRY and HUNGRY, but never seem to come up with* [redacted] *which is just as common a word. If any psychologists out there can offer an explanation for this phenomenon, we'd be curious to hear it. For the record, there are also some uncommon words ending in GRY. The out-of-print* Webster's New International Dictionary (Second Edition) *lists at least three: AGGRY (an adjective "designating a kind of variegated glass bead, of ancient manufacture, found in the Gold Coast, West Africa"); PUGGRY (a variation on PUGGREE, a word from India meaning "a light scarf worn around a hat or helmet to protect the head from the sun"); and UNANGRY. The same source also gives GRY itself as a word, either a variation on GRI (a Gypsy word for "horse") or as a unit of measure equal to one-tenth of a line.*

We trust this puts the matter to rest once and for all.—Ed.

THREE STRIKES, WE'RE OUT

How did you silly Earthlings learn about the coming Earth Strike? Your spies have done good work, not that it will save you from our planned attack. They got three items wrong. First, there is no "Intergalactic Federation Fair Warning Council." They made that up.

Second, wrong date. We will let that be a surprise! Oh, you are in for a lot of surprises! And don't bother watching the sky for a sign. You naked apes can always find signs in the sky. You are so funny!

Watch your neighbors. We are everywhere. Soon the Earth will be ours. And some of you Earthlings, a chosen few among those who survive Earth Strike, will be our slaves.

—Slurk Slurgid
Thera Macula

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**Clued In** (February, page 61). Oh, brother! Anne Sherny of St. Louis, Missouri, clued us in on the correct answer to number 7, which reads, "Kevin Spacey on the boat with a screwdriver." Our answer was "*The Usual Suspects*, Billy Baldwin," when in fact it was his brother Stephen. She writes, "I know it's hard to discern, but there's a difference between Billy and Stephen Baldwin: Billy's the squinty one, and Stephen's the squinty one who can sort of act." Ira Siegler of Fort Lee, New Jersey, also wrote in with the correct answer to number 10, which reads, "Sharon Stone in the elevator with an ice pick." Our answer reads, "*Basic Instinct*, Jeanne Tripplehorn." He writes, "I seem to remember that Michael Douglas shot Jeanne Tripplehorn at the end of that movie. Is my memory already gone?" No, Ira, it's *our* memories that need sharpening!

•**Perfect Matches** (February, page 16). Sheila Blume of Sayville, New York, fired off a bit of verse correcting our answer to #2:

I hate to be the meanie
To rectify this ill—
Not Mozart but Rossini
Wrote *Barber of Seville!*

True; the play mentioned in the Answers should have been Mozart's *The Marriage of Figaro*. Beaumarchais wrote both original plays in 1784, with *The Marriage of Figaro* being a sequel to *The Barber of Seville*.

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•**Mouse Party** (February, page 24). Diana Duran of Lakewood, Colorado, pointed out that in "Mouse Party," instead of HOUSE DRESSING, the answer to number 4 could be HOUSECOAT.

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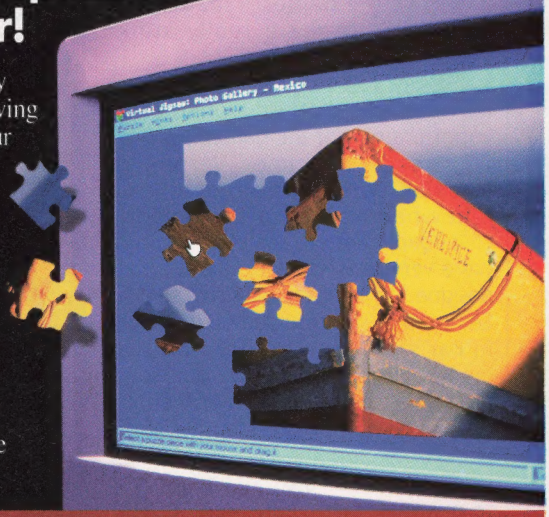

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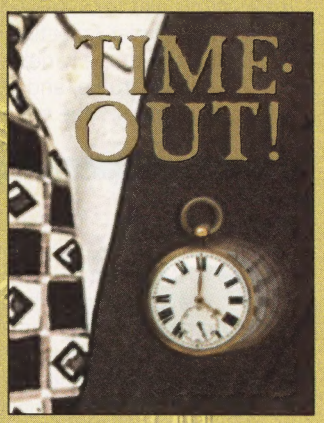

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GAMEBITS

edited by dave hamill

A NOSE FOR WINE

The games made by Sentosphere really stink. That is, they smell.

Okay. To be precise: Sentosphere makes games that use aromas as an important part of the gameplay.

French perfumer Veronique Deboise, while working for the renowned fragrance oil company Givaudan, came to realize that there were very few educational materials designed to train the olfactory senses. So, in 1993 she founded Sentosphere in Paris and created her first two innovative games: Follow Your Nose, a game for both children and adults where the object is to identify different scents, and The Perfume Maker, less a game than a kit that allows kids to mix their own "eaux de toilettes" from various oils.

Since then, the company has added a division in the United States and released a new game that is strictly for adults. Bacchanales was co-created by Deboise and Olivier Job, a scientist and master sommelier (wine steward). With the booklets and other materials provided, players perform several tests on a wine whose label is masked—you provide the wine. Through these tests, they determine such things as the wine's age (a ruby red wine with a violet reflection is less than 2 years old), the grape varietal (primary aromas of pepper, truffle, and leather indicate a Merlot), and how the wine was made (a secondary aroma of vanilla means the wine was made in a new oak barrel).

Bacchanales comes with 40 scent-pots of fragrances typically found in wines. Most of them are delightful, such as apple, rose, and hay; others, like the five that identify possible defects, can be less pleasant, such as detergent and mold.

Bacchanales retails for $95; Follow Your Nose is $35, and Perfume Maker is $30. For more information, contact Sentosphere USA at (212) 674-8282. ■

—John Chaneski

PASSING OF THE PENCIL

After a decade of service to the GAMES family of publications, Margot Seides has announced her retirement as a regular contributor.

The creator of dozens of challenging and entertaining puzzles of great variety, Margot has consistently delighted GAMES readers with her clever wordplay and ingenious brainteasers. The 55-year-old former schoolteacher and librarian from Griggstown, New Jersey, recently accepted a position as director of research and development at Whiz Kid Enterprises in Syracuse, New York.

"It's an exciting opportunity to help design cutting-edge products for a wonderful new company," she explains, "but unfortunately, it's likely to take up most of my free time. I'm going to miss being part of GAMES—particularly the 'celebrity factor,' as when someone would come up to me in the library and ask me to autograph a copy of the magazine!"

We extend Margot our sincere thanks and best wishes in her new endeavor. And we should also take this opportunity to officially pass the pencil—er, the mantle—to her *de facto* protegé, Regis Modesta, whom we expect to fill much of the void left by Margot's departure.

Regis, a former copy editor for *The Milwaukee Sentinel*, began a correspondence with Margot several years ago after admiring her work in GAMES. Under Margot's tutelage, he has made a name for himself with his own unique brand of puzzles, several of which have appeared in recent issues of GAMES and GAMES WORLD OF PUZZLES.

Says Margot, "He's ready for the big time." We agree. ■ —The Editors

THE TRUEFACE OF COMPUTER CRIME

Most of the computer data that is stolen from companies doesn't disappear in the night thanks to some mysterious cadre of cyber-thieves hidden away in a remote installation—the bad guys are usually sitting down right at the computer in question when they break in.

But here's the good news: From now on you can forget about hackers trying to steal your valuable data: TrueFace Cyberwatch is here, virtually eliminating the chance that someone else will be using your computer. And it does it by "looking" at you!

A small computertop video camera is aimed at whoever is sitting in front of the monitor. It quietly watches as the software running over the network records and checks the face attached to those fingers typing away at the keyboard. If the face is part of the database of users that has been approved, all is fine. If not, the system is shut down.

Cyberwatch works in an unobtrusive and passive way, with access verification taking only a second or two after logging on. The software costs $199, and works with PC client-servers on popular operating systems like Windows 95 (the server software is priced depending upon the number of users).

All you need is a video camera and a video capture card (if the camera doesn't use the parallel port, as many of the newer digital ones do). Now you're safe, and your system is safer still.

For more information, contact Miros, Inc., Wellesley, MA 02181; (617) 235-0330; fax: (617) 235-0720; http://www.miros.com/. ■

—Marshal M. Rosenthal

ILLUSTRATION BY PAUL CORIO

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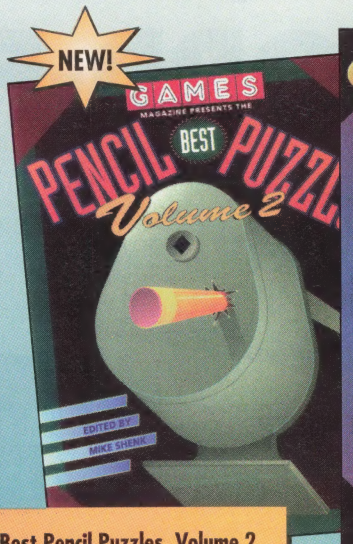

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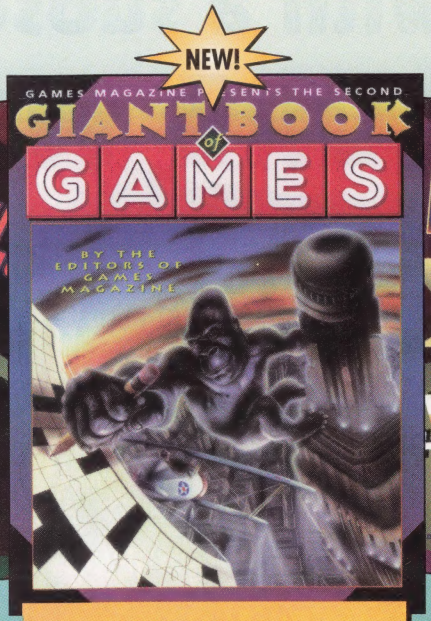

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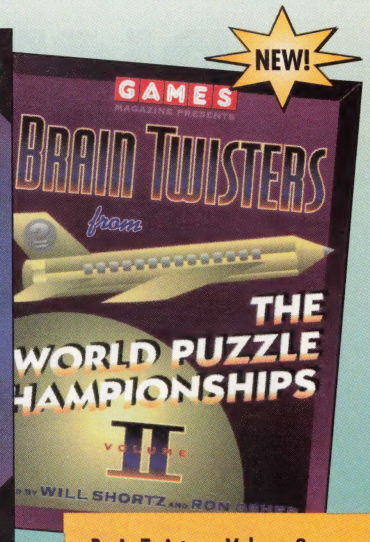

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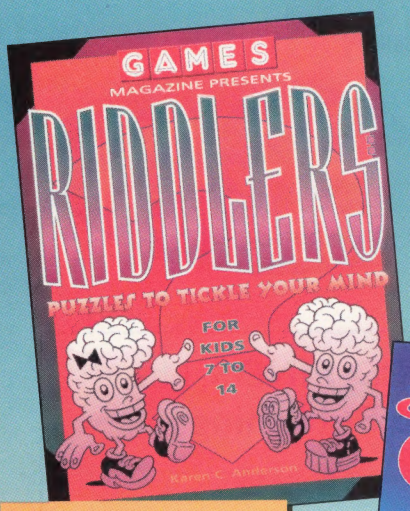

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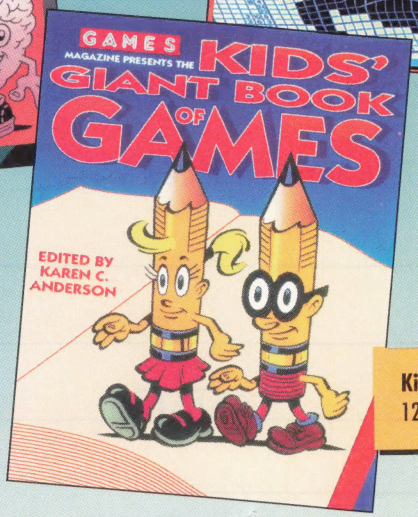

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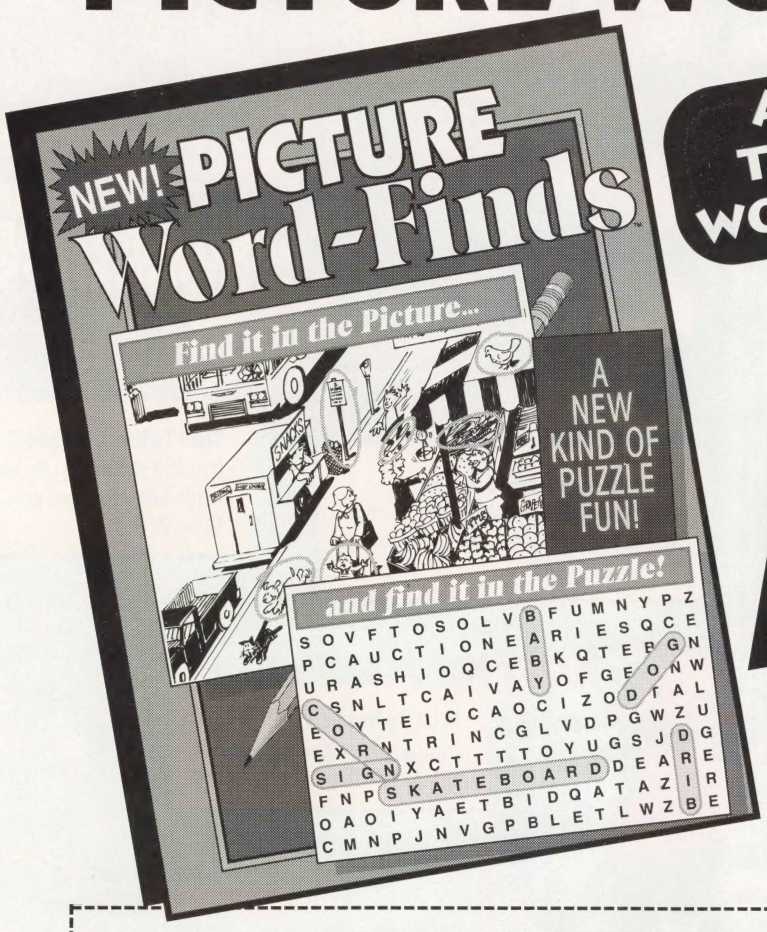

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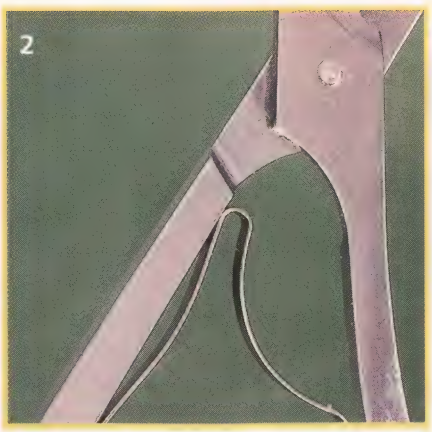
by Keith Glasgow



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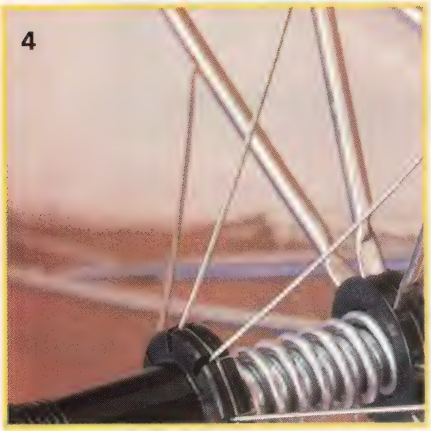

Each of these objects has been coiled up all winter—can you identify them?

★☆

LETTERING BY ANTHONY BLOCH

ANSWERS, PAGE 40

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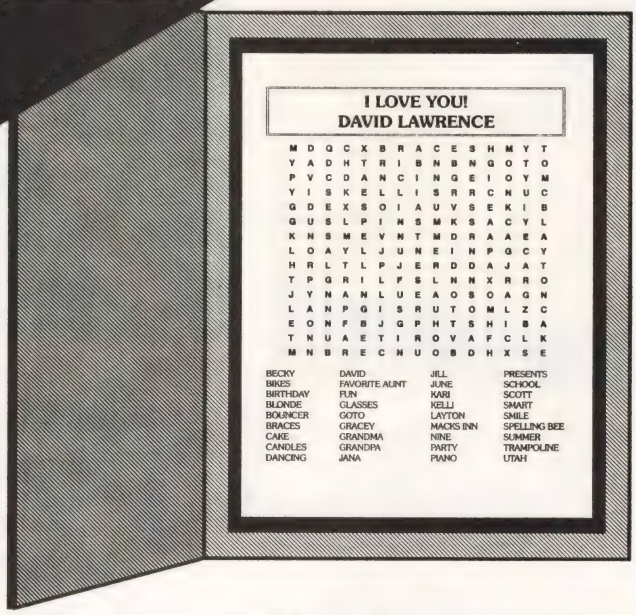

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FAMILY FEUDS

by bridget copley

★★★ As dawn breaks over the suburbs, four feuding families descend for breakfast in four identical houses. The Capulets, the Montagues, the Rosenkrantzes, and the Guildensterns were great friends when they all moved into the same block of the development last year—but that was last year. By now each family has reason to quarrel with at least one other family. One clan has a tree that drops leaves on another family's property, one family never returned another's heirloom umbrella, a couple of families have an ongoing fight about the authorship of a recipe for Veal Oscar, and one family's pet wombat has become an unforgivable nuisance to the neighboring household.

The children in all the families (Abby, Betsy, Celeste, Dolores, Erica, Fern, Larry, Mikey, Norman, Oliver, Peter, and Quentin) have all been warned not to associate with their sworn enemies, at risk of being disowned. In spite of that decree, or more likely because of it, four sets of doting parents have just found out that several forbidden elopements took place last night. Using the information below, can you determine who married whom, and which families are fighting over what?

ANSWER, PAGE 40

TIM LEWIS

THE CLUES

1. No family has more than one gripe with any other given family.
2. Dolores wrote in lipstick on the refrigerator that she was running away with Norman—in contrast to her sister Fern, who had had a big wedding last week with a boy from one of the other families.
3. Neither family involved in the wombat feud is involved in the tree feud.
4. Oliver pleaded with his two sisters not to elope, since that would make him an only child, but they both did.
5. No family started out with more than four children or fewer than two.
6. Larry left a message on the machine saying that he had eloped with a Montague girl.
7. The Capulets have, or rather had, two children. After the events of the night, they will only answer for having one.
8. Quentin's family is involved in more than one feud.
9. Betsy Capulet's parents invited her classmate Mikey to her 5th birthday party yesterday.
10. No elopements came out of the feud over the umbrella.
11. Exactly two families have exactly two married children.
12. No one is married to his or her sister- or brother-in-law.
13. On one of the breakfast tables was a hastily-written note: "I have run off with a Rosenkrantz. He is the love of my life. Don't try to stop us. Love, Abby."
14. Celeste's family is involved in the feud over the tree.
15. There were never any daughters in the Guildenstern family.
16. The children who married in spite of the wombat feud have between them three brothers and one sister.
17. The Capulets are involved in more feuds than the Guildensterns are.

Whiz kid Davis Merran points out the elusive charm of Orion's Crystal, captured photographically with the aid of a special polarized filter.

Out of Sight!

Clearly, Orion's Crystal Is The Next Big Thing

by
Eric Berlin
and
Andrew Kantor

photographs by
Jim Wasserman

Bill Clinton has one somewhere on his desk in the Oval Office. Bill Gates supposedly keeps his in a custom-made case. FAO Schwarz, New York City's gigantic, world-famous toy store, can't keep them on the shelves—and even when they *are* in stock, confused customers often approach employees to ask, "Why are there a bunch of empty boxes on those shelves over there?"

Such are the tales emanating from all corners of America as the object in question—the amazing new puzzle toy, Orion's Crystal—looks to replace Rubik's Cube as this decade's icon of deviousness. But whereas Ernö Rubik's creation had only one solution out of a billion possible combinations, Orion's Crystal consists of a mere eight puzzle pieces that fit neatly together to form a sphere. So why is Orion's Crystal so tricky? Well, see for yourself. Or, rather, don't see. Orion's Crystal is invisible.

Well, okay, it's not. But this invention of Davis Merran, a 35-year-old Syracuse native and president of Whiz Kid Enterprises, is as spookily close to invisible as you can get, thanks to a new kind of windshield that was more—and less—than its makers bargained for.

Merran, a ceramics engineer and graduate of Rensselaer Polytechnic Institute, wasn't trying to create a new puzzle sensation. An employee of one of the Big Three automakers during the early '90s, he was simply trying to produce a better windshield—one that would reduce glare better than the traditional polarized glass used in most cars and trucks, thereby increasing visibility. But what he came up with, dubbed "Sunglass," didn't quite work out as planned. Glare was reduced, all right, but so was visibility—not of the road, but of the windshield itself.

Sunglass was (and is) virtually invisible to the naked eye—completely transparent, despite the fact that it reduces glare. And unlike regular glass, Sunglass proved transparent to ultraviolet radiation as well; drivers were getting sunburned just driving around the test track.

Because Sunglass didn't reflect light in the same manner as other transparent materials, and was stain- and water-resistant to boot, it often appeared as if there were neither windshields nor windows in the test vehicles. People would try to reach into or out of a car and crack their knuckles on the window they didn't see. Sunglass was deemed a safety risk in its current form, and after further experiments revealed no improvement, the new polymer was thrown onto the pile of ideas deemed Good, But Not Good Enough.

Merran was fascinated by Sunglass, however, and after some negotiating, he bought the patents. He sketched a hundred ideas for using the odd new material, but none traveled any farther than the drawing board. While investigating various ideas and designs, Merran thought back to the startled reactions of the people who had banged their hands on the Sunglass. The windows were perfectly visible before they were installed, or when they were partially rolled down, because you could see the windows' edges—but hide the edges and you essentially had something that was invisible.

So Merran started doing what any good engineer does when he isn't sure how to apply a new invention: He played with it.

"I thought, 'Well, for lack of any other ideas, could I improve what I called the visibility factor?' So I started experimenting with the refraction coefficients," he says, slipping into engineerspeak.

But even if you don't understand refraction coefficients and transparency gradients, the results are amazing. His Sunglass creations can scarcely be seen when looked at head-on, and you would certainly not know one was in the room with you unless you were told.

How does he do it? All he'll say, with a wry smile, is, "I've hidden the edges," which certainly appears to be the truth. Beyond that, he's not talking; although Merran holds two patents on Sunglass, a third is still pending.

Merran was still unsure how to market this material, so he decided to demonstrate it to various companies. To do so, he and his wife Naomi, an architect and puzzle enthusiast, designed a simple puzzle. They named it after the constellation Orion because, like Orion's faint sword, the Crystal is most easily seen not by looking straight at it but by gazing just to its side and using your peripheral vision. (Astronomers call this phenomenon "averted vision." It occurs because humans have two different light receptors in their eyes—cones and rods. The rods, which are better suited for seeing dim light, are mostly located around the corner of the eyes, where they work best in helping people see things near the edge of their field of vision.)

"When you show Orion's Crystal to someone for the first time, the reaction is always the same," says Merran. "'There's nothing there,' they say, and look at me as if I'm a nut. Then when they reach out and actually touch something, they're usually too stunned to say anything else. And when I tell them the thing is a puzzle—well, they just can't rest until they've figured it out."

And so, with the help of several amazed and impressed backers, Merran's sample became his actual product, and Whiz Kid Enterprises was born.

The first stop for Orion's Crystal was the 1996 Toy Fair in New York City, where its debut turned into a comedy of errors. Thousands of attendees flock to this annual February event, many representing toy stores and chains across the country, all looking to stock the Next Big Thing. "Whiz Kid" Merran had appointments with several prospective buyers who had been

REUTERS/CORBIS-BETTMANN

Microsoft chairman Bill Gates (left) receives a personally inscribed Crystal from Merran at the 1996 Rugged Individualism awards in Seattle.

REUTERS/BETTMANN

Now You See It...

Camera lenses have just as much trouble "seeing" Orion's Crystal as do human eyes, particularly when there's bright light or when fast film is used. Still, some kind of image is usually picked up, and here's the best way to see it:

1. Hold the photo (such as the one at left) vertically, about 10 inches from your face.

2. Locate the place in the photo where the Crystal is supposed to be (in this case, on the desk just below the flag), and shift your gaze about one inch to the side (near President Clinton's right hand or about half an inch to the left of the photo—whichever works better for you.)

3. Stare intently, and slowly bring the page up to your nose. At some point, the Crystal may flicker into view.

4. If this doesn't work, try repeating the above steps with one eye closed.

intrigued by a press release touting a "mysterious, amazing new toy."

And then his box of 12 Orion's Crystals was stolen. Merran had put it down for a moment—a tale heard often in New York City—and just like that, a dozen of his transparent spheres were gone.

"Oh, I had all kinds of horrible thoughts," he recalls. "I could get more from home easily enough, but home was over two hours away. Meanwhile, I had nothing to show the buyers. And if I went to the police, how exactly would I describe what was stolen?"

Merran wandered around the convention, waiting for some kind of idea to strike. He was at a complete loss: When you lose something that's invisible, how do you find it again?

Luckily, while the Orion's Crystals were invisible, the box holding them was not. And clearly the thief had no idea what he had lifted. After some frantic searching, Merran spied the box, abandoned in an out-of-the-way corner of the Javits Convention Center.

"I bet he looked inside, saw nothing, and just dropped the box," Merran says. But the box was on its side—and empty. Once again, Merran panicked. Groping about the floor, he discovered one Crystal nearby, and several others a little farther away. "I looked like I was trying to find the world's largest contact lens," he remembers. Merran couldn't find the others, and assumed they had been kicked across the room.

His suspicions were confirmed a split second later, as he heard someone down a nearby aisle yell "Whoa!" Rushing over, Merran saw a confused conventioneer picking himself up off the floor. Falling to his hands and knees, Merran soon found another Orion's Crystal. The startled but uninjured man, owner of a novelty store in Denver, became Merran's first buyer after being introduced to the item that had literally knocked him off his feet.

Merran grins at the thought. "Heck of a sales tactic, no? I should find that thief and give him a commission."

Several other people also found themselves suddenly sitting on the floor, but no one actually got hurt, unless you count a few bruised egos, and Merran managed to recover nine of his dozen samples.

"The others must have rolled too far out of the way," he says. "I'll never find them, I guess. But neither will anybody else."

With his Orion's Crystals safely back in the box, and his worries safely behind him, Merran went on to impress many more toy execs, and returned home with three fewer Crystals but thousands of dollars in orders.

Picking up Orion's Crystal for the first time is one of life's more extraordinary moments. Your mind insists, absolutely insists, that there is nothing of interest in front of you.

Mass-producing Orion's Crystal was the next step, and this turned out to be a little tricky, as you might imagine. It took a while before Merran and his workers got themselves organized, and in that time, more than a few Crystals were lost and "are still rolling around the factory somewhere," Merran says. And of course, some of the corresponding, seemingly empty boxes really were empty but were sent out to toy stores nonetheless. Now each box is weighed before shipping, and while Merran still faces a few problems not experienced by your average toy company, the largest one is simply keeping up with the demand.

Picking up and using Orion's Crystal for the first time is one of life's more extraordinary moments. Your mind insists, absolutely insists, that there is nothing of interest here in front of you. Even when you are finally holding the Crystal in the palm of your hand—it's about the size of a softball—your mind remains firmly in denial, for you cannot see it. You want to see it; you're demanding your eyes to function. The heft is undeniable, you can feel the smoothly polished surface, you can feel the crack where the sphere divides into the individual pieces. But your eyes refuse to pick up a visual.

Finally, at long last, you turn your head slightly to one side and—there! An edge, a slight detail. Out of your peripheral vision you can see, ever so faintly, that you are holding something in your hands. You quickly snap your head back to center—and it vanishes again. Just holding an Orion's Crystal is exhausting,

much less trying to disassemble and reassemble the darn thing. (If you're one of those folks having trouble putting the pieces together, check out the simplified instructions at right.)

Just as amazing as Orion's Crystal itself has been the reaction of the world to its existence. Teachers are constantly taking them away from students who claim to be playing with "nothing." And the labs at MIT are booked with students using ruby lasers and refraction analyzers trying to figure out how the thing works. None have succeeded, although Merran admits that one senior who wrote him "was on the right track."

Merran's biggest chuckle was learning that the U.S. Army is using the puzzle as a training exercise for its nighttime operations, having soldiers put it together blindfolded. Some have claimed it's actually easier that way.

"You really have to wonder who came up with that idea," says Merran with bewilderment.

Although he says he's delighted with the newfound publicity, Merran has politely declined hundreds of requests to speak at public events.

"They wanted me to give a speech to a convention of physicists," he says, grinning, "hoping maybe I'd slip and tell one of my secrets." If so, that hope has been shared at umpteen other conventions and conferences, not to mention a few commencement speeches at assorted universities. Of these, Merran has accepted exactly one engagement: the opening of a Bethpage, Long Island-based store called Clear Thinking, which specializes in glass knickknacks and all other things transparent—including Orion's Crystal, of course.

"How could I resist helping out a store like that?" says Merran. "Transparency has made me a lot of money lately."

Money or no, Merran is hardly resting on his laurels—he's presently creating more products with his famed Sunglass. The first new arrival, expected this fall, will be an Orion's Crystal yo-yo, to be called the No-No. You guessed it: The only thing visible is the string, which appears to be straightening out and winding back up of its own volition. "The visible string will also make this one harder to lose," adds Merran.

And by 1998, Merran hopes to be stocking toy stores with—are you ready for this?—invisible jigsaw puzzles.

"I read that there are lots of jigsaw addicts who don't like to look at the picture as they solve, who like really challenging, difficult puzzles," he explains, pausing a moment to reflect. "Well, I don't know how you could get more challenging than this." ■

Crystal-Clear Instructions

For most people, the first attempt at assembling that jumble of loose, transparent pieces that is Orion's Crystal is a daunting experience. So, for all of those king's men struggling to put the Crystal together again, we've provided an illustrated instruction manual for beginners. Just remember: The only thing you have to fear is the sphere itself.

First, isolate the two large, concave pieces that form most of the outer shell. Position one in the palm of each hand so that the piece with the two rectangular tabs aligns with the corresponding slots in the other (see Fig. 1). Slide the tabs into the slots and press inward until they click into place.

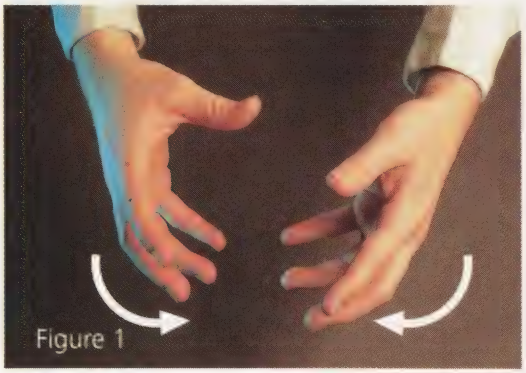


Figure 1

Next, find the rectangular piece with the triangular indentations along its sides. Place it in one hand lengthwise with the tab facing downward; hold the assembled pieces in the other hand. Insert the rectangular piece into the base of the assembly, sliding the tab into the slot and rotating a quarter-turn counterclockwise to lock into place (see Fig. 2).

Figure 2

Now take the four squarish pieces with rounded corners and slide them into the corresponding triangular slots in the rectangular centerpiece (see Fig. 3), completing the interior skeleton of the sphere.

Figure 3

The top piece, which has small tabs on its underside, will fit neatly into the remaining space. Press down firmly to lock into place, then secure the outer structure by cradling the sphere in both palms and pressing inward with the thumbs and forefingers (see Fig. 4).

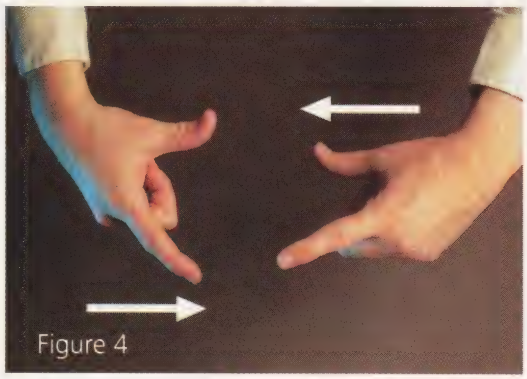
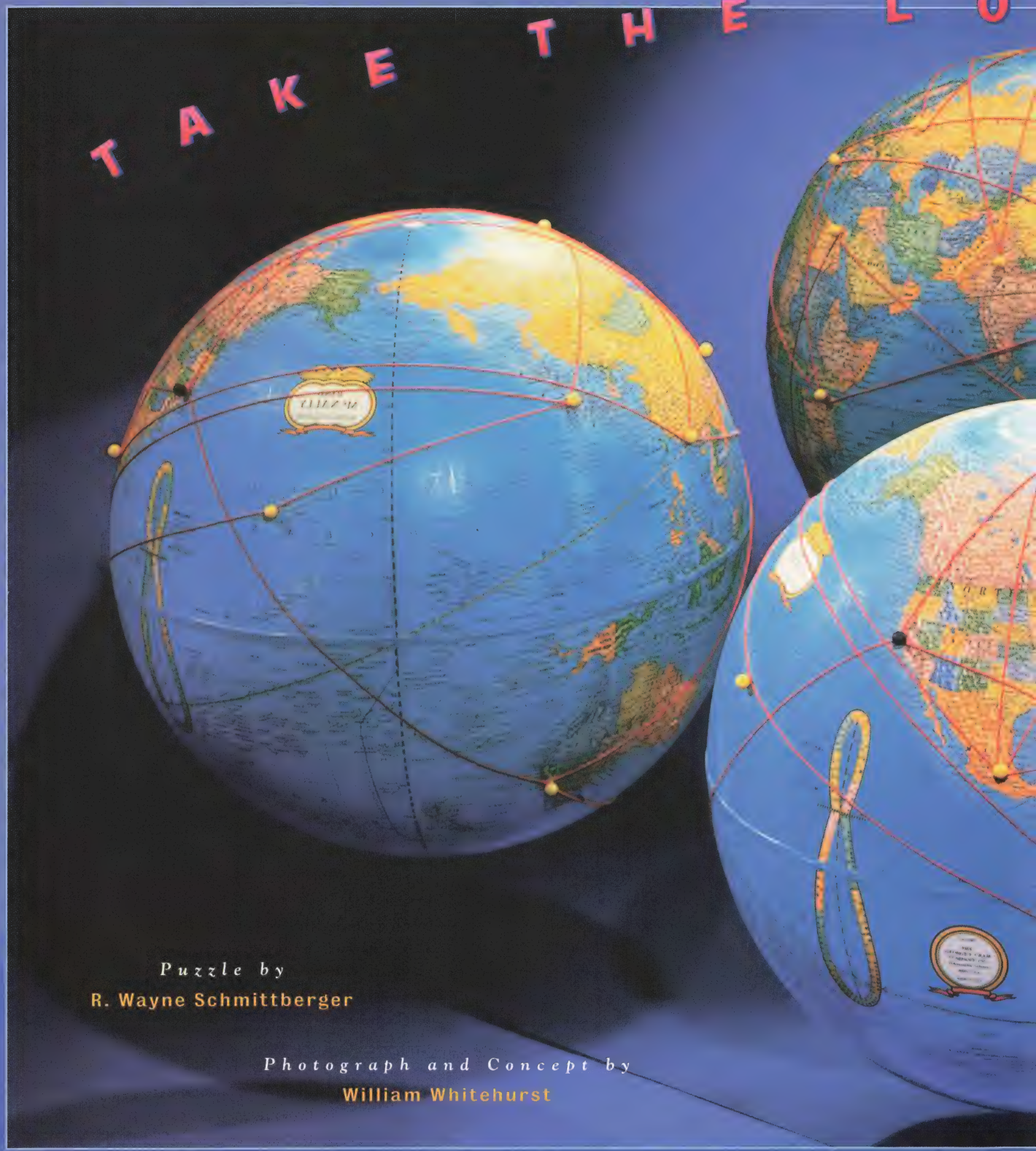


Figure 4

It's easy when you see how it's done, isn't it?

TAKE THE LO



Puzzle by
R. Wayne Schmittberger

Photograph and Concept by
William Whitehurst

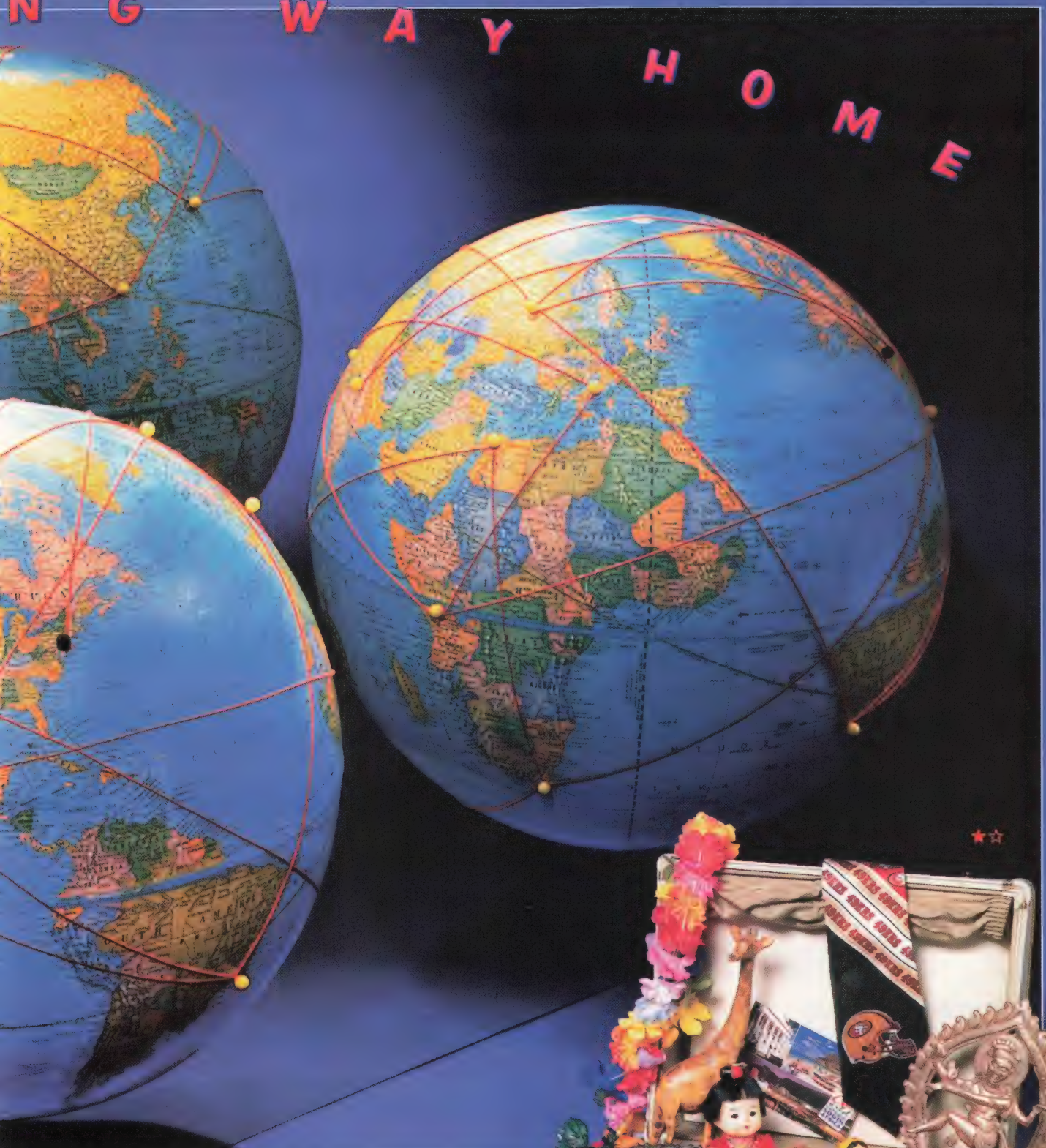
When our Infrequent Fliers Travel Club gave us an assortment of free one-way airline tickets, we hopped on a plane without a moment's thought. After a week in San Francisco, when it was time to return to Philadelphia, we phoned the club for advice. All they could say was, "You just have to use a few of your other tickets—but we forget which ones."

To plan our return trip, we borrowed a globe and a pair of mirrors. On the globe, we stuck a round-headed pin on each of the 14 major cities mentioned on our tickets, then used red string to mark the 19 routes for which our tickets were valid. Our tickets allowed us to take each route once, in the direction of our choice. All the red lines, by the way, are "straight" (as much as is possible on the surface of a globe—they're actually arcs of great circles); none of them changes directions between cities.

Next, we placed the mirrors at right angles to each other, allowing us to see not only the globe (center) but two reflections (left and right) and two reflections of the reflections (the two hemispheres behind the globe).

1. We discovered that the travel club was right. Staying on the red lines, can you find a way—preferably the shortest way—

N G WAY HOME



from San Francisco to Philadelphia? Remember, you can only change your direction of travel at cities (pins), not where routes happen to cross (no mid-air transfers, please!).

2. Instead of taking the shortest way home, we decided to use our tickets to visit as many places as possible. In fact, we were able to pick up a souvenir from all 14 cities, while still ending up in Philadelphia. When we were done, we had taken all but three routes. Can you figure out which tickets we did not use?

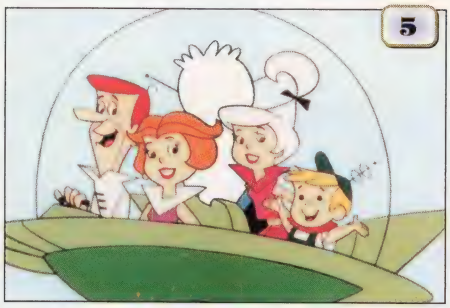
3. As a bonus, can you identify the 14 cities and match each one to its souvenir?

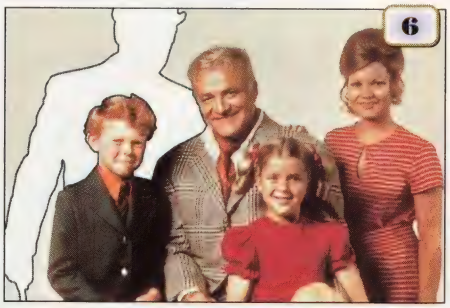
ANSWERS, PAGE 40

★☆

Domestic Relations

Since the dawn of the television age, dramas and sitcoms have often included a housekeeper, butler, or other hired hands as part of the featured family or organization. Below are cast photos from 18 TV series, past and present, with their





attendants no longer in attendance. Can you identify each series and then match the silhouettes with the photos of the missing cast members on the right? If you can place them all, you've got it maid in the shade. **ANSWERS, PAGE 43**

BASED ON AN IDEA BY EVIE EYSENBURG

by Dave Hamill

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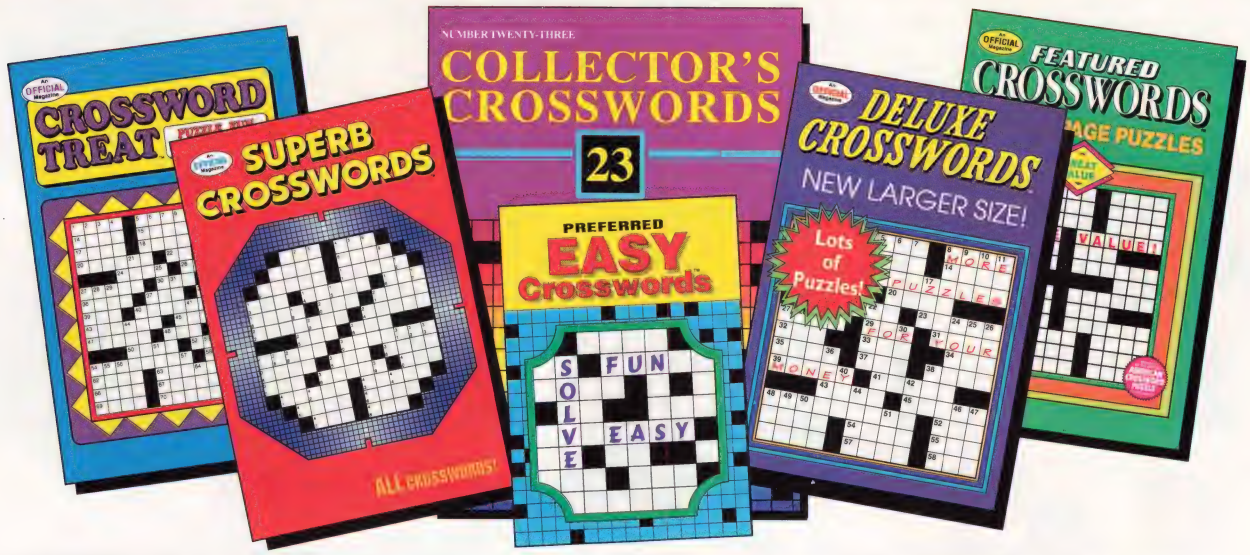

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EDITED BY SUSAN WEST

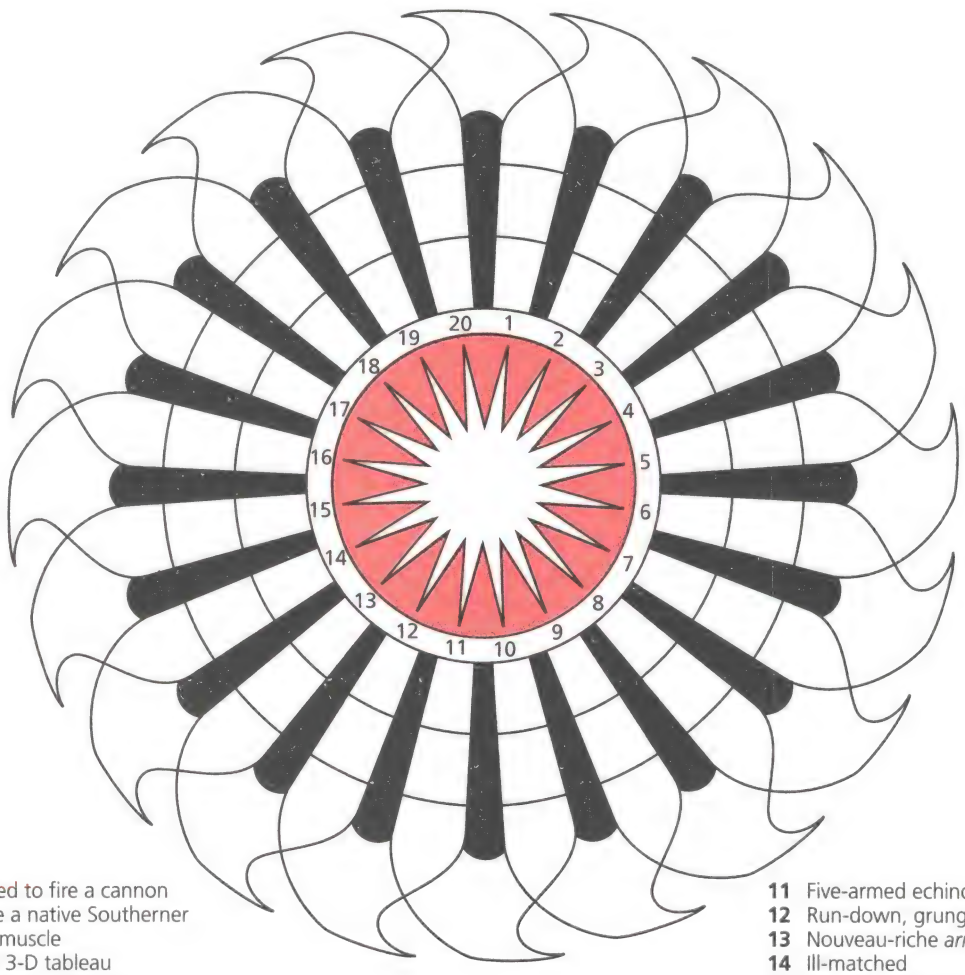
PENCILWISE

SUNDIAL ★★

BY PATRICK BERRY

The sun-shaped grid below, when filled in, will contain 20 seven-letter words and phrases. Each answer begins in the space next to its corresponding number, continues outward, makes a hairpin turn, and ends up in the starting space of the following answer. If you keep at it, all of the answers should eventually dawn on you!

ANSWER, PAGE 43



CLUES

1 Cord pulled to fire a cannon
2 Spoke like a native Southerner
3 Shoulder muscle
4 Miniature 3-D tableau
5 Alloy used in tooth fillings
6 Large wine bottles
7 Cross a border with contraband
8 Titian's star pupil: 2 wds.
9 Son of Uranus and Gaea
10 Banana splits, e.g.
11 Five-armed echinoderm: 2 wds.
12 Run-down, grungy place
13 Nouveau-riche *arriviste*
14 Ill-matched
15 French artist Toulouse-___
16 Positive
17 Falls of fame
18 Sea south of Pakistan
19 Babe in the woods's trait
20 Like JFK's flame

R.J. KAUFMAN

FOOLED YA! ★

BY VIRGINIA JENKINS

Pick a word, any word, from the word list. Find it in the grid, draw a magic circle around it with your wand, and... Voila! The word will appear. If you can find all the "magic" words—reading horizontally, vertically, and diagonally, but always in a straight line—you're a master magician!

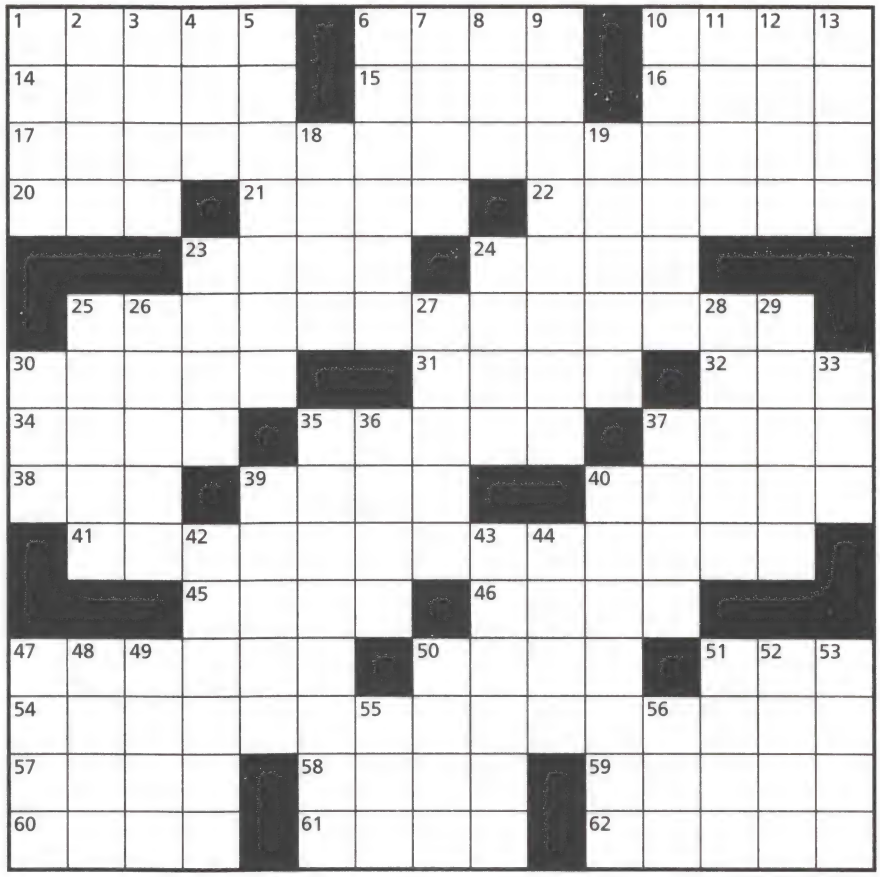
ANSWER, PAGE 41

```
      K M                     P A
      C G I                 C R I
    B O S O N E         A E O E F T
    S L E E V E         R L T S H E
  M D I O O T S   T T S I T R A
    A D N S A U   B I T L O N
    P E A D E N   R F D M I V
        O S F T W T I D A
        S E K O J N C M I
            F F L O E
              P I D
            C U R U L
          T O E F O A L
        L T G H E Y P S C
        M E N A M W O H S
        L I I E N O C P E
          S N A N N I D
            A D R T T
              S R I
  T M T           E H E           L S E
R D N A W     H G E I E A S     M L O R E
  O P O G P O N A R T S U D N I E E T Y
    F L O I I C O N J U R E I I R P E
      F R F C R O R K O S O G N F S
      C O M I P T R Y E H H E G
          D R A Z I W T E N
          B R N S O I N
    O N J L U O D F N G N E M E N
    T A E N D T H O U D I N I F P
        S R A A E C T I N C A
        U E N T T R H A G L R
        C D N I I N C A S N B
        O A E G A T S E Y O A
        P T R I H E B U S R D
        S B R D A O N Q C H A
        U O F I T E N I B A C
        C P H T Y R S N I D A
        O H O S C S I H E A R
        H M A E L E I C S T B
        M I R R O R K E K E A
        R C R P M O W T L E Y
```

ABRACADABRA
ARTIFICE
ARTIST
BLINDFOLD
CABINET
CARD TRICK
CHARM
CONJURE
DECK
DOVE
FALSE BOTTOM
FEAT
FINGERTIPS
FLOAT
HANKY
HENNING
HOCUS-POCUS
HOUDINI
JOKES
LEGERDEMAIN
MAGICIAN
MIND READING
MIRROR
NOW YOU SEE IT, NOW YOU DON'T
PADLOCK
PRESTIDIGITATOR
PRESTO!
PROP
SECRET
SHOWMAN
SLEEVE
SLEIGHT OF HAND
SPELL
STAGE
TABLE
TECHNIQUE
VOILA!
WAND
WIZARD
WRIST

CHANNEL SURFING ★

BY TRIP PAYNE



ACROSS

1 Tiffany Trump's mom
6 Not barefoot
10 "Tastes great!" "___ filling!"
14 More slippery underfoot
15 Walk across a creek
16 Killer whale
17 Cable channel: 2 wds.
20 Summer: Fr.
21 Miami basketball team
22 Puts up, as a skyscraper
23 "___ We Got Fun?"
24 Luigi's "catch you later"
25 Cable channel: 2 wds.
30 Leftovers in the Colonel's bucket
31 "Zip-___-Doo-Dah": Hyph.
32 Greek T
34 Has regrets
35 Removed from a galley proof
37 Keep ___ (plug away): 2 wds.
38 Pretend
39 Say it isn't so
40 Sheeplike
41 Cable channel: 3 wds.
45 Abductors' vehicles, on *The X-Files*
46 Landon and others
47 Add zip to vittles
50 Riyadh resident
51 Miss Piggy, to Miss Piggy
54 Cable channel: 3 wds.
57 Poker pot stake
58 "Terrible" Russian ruler
59 Figure made with a protractor
60 Dump's description
61 Arena for Ali
62 Poke fun at

DOWN

1 Marcel Marceau, for one
2 ___ above the rest (outstanding): 2 wds.
3 Ascend
4 Hawaiian garland
5 "Sugar, Sugar" singers, with "The"
6 Like sauna sitters
7 Sentry's "freeze!"
8 Poem by Keats or Shelley
9 Prepared shrimp for eating
10 Win, ___ draw: 2 wds.
11 Actor Stoltz
12 Aberdeen citizen
13 Without
18 Be disposed toward
19 Hopping mad
23 Spy Aldrich
24 Relinquish a right
25 Furniture in Freud's office?
26 "And ___ grow on": 2 wds.
27 Part of a flower
28 *Songs in the* ___ (Billy Joel album)
29 "Mule Train" singer
30 Bikini part
33 Western Indian
35 Urbanely suave
36 Slaughter of baseball
37 Hertz competitor
39 *Robinson Crusoe* author
40 Unconventional
42 Spurs on the sled dogs
43 Propelling a dinghy
44 Custardy dessert
47 Flimflam
48 Feminine suffix
49 Bugs in armies
50 Attorney Dershowitz
51 Prefix for bytes or bucks
52 They give a hoot?
53 Shrink's response: 2 wds.
55 506, in old Rome
56 Opposite of SSW

ANSWER, PAGE 41

THAT'S LIFE! ★

BY ANDREA CARLA MICHAELS

Even if you think life's a big mystery, the 14 clues printed below will perplex you only temporarily. The answer to each clue is a word, phrase, or title containing LIFE. For example, the clue "Certified swimmer saver" would lead to LIFEGUARD, while "1967 Beatles song" is A DAY IN THE LIFE. If you can get all 14 right, consider your life charmed! ANSWERS, PAGE 41

1. Painting that often depicts fruit _____
2. Laugh-a-minute type, at a wingding _____
3. Jimmy Stewart Christmas classic _____
4. Doughnut-shaped candies _____
5. Cable channel for women _____
6. Groucho Marx's old Q&A show _____
7. "Merrily" follower, in a song _____
8. Palm reader's clue to longevity _____
9. The truth about birds and bees _____
10. For uranium 235, it's 700 million years _____
11. Robin Leach's peek at the stars _____
12. Biology and ecology, for example _____
13. Deodorant soap brand _____
14. What today is, on schmaltzy posters _____

THE SPORT OF KINGS ★☆

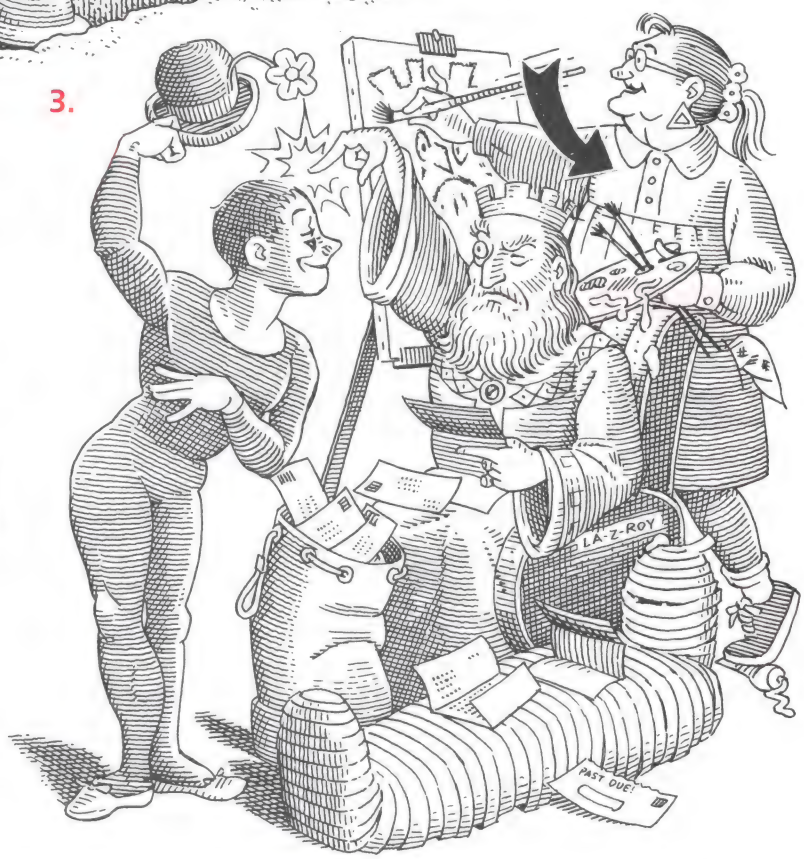
King Midas, as we all remember, changed things into gold with a mere touch. It's not generally known, however, that King Midas had a number of relatives, also kings, who were also able to change objects by touching them. For instance, whenever King Rinaldo touched something, it would change into an anagram of itself. If he touched a SHOE, it would turn into a HOSE. Three more of King Midas's relatives with special powers can be seen below, close to the things they're about to touch. The next page shows the scene after the kings have touched four things each, with the newly transformed items all mixed up together. Can you figure out each king's transformative power, and which objects appeared as the result of his magic touch?

ANSWER, PAGE 41

1.

2.

3.



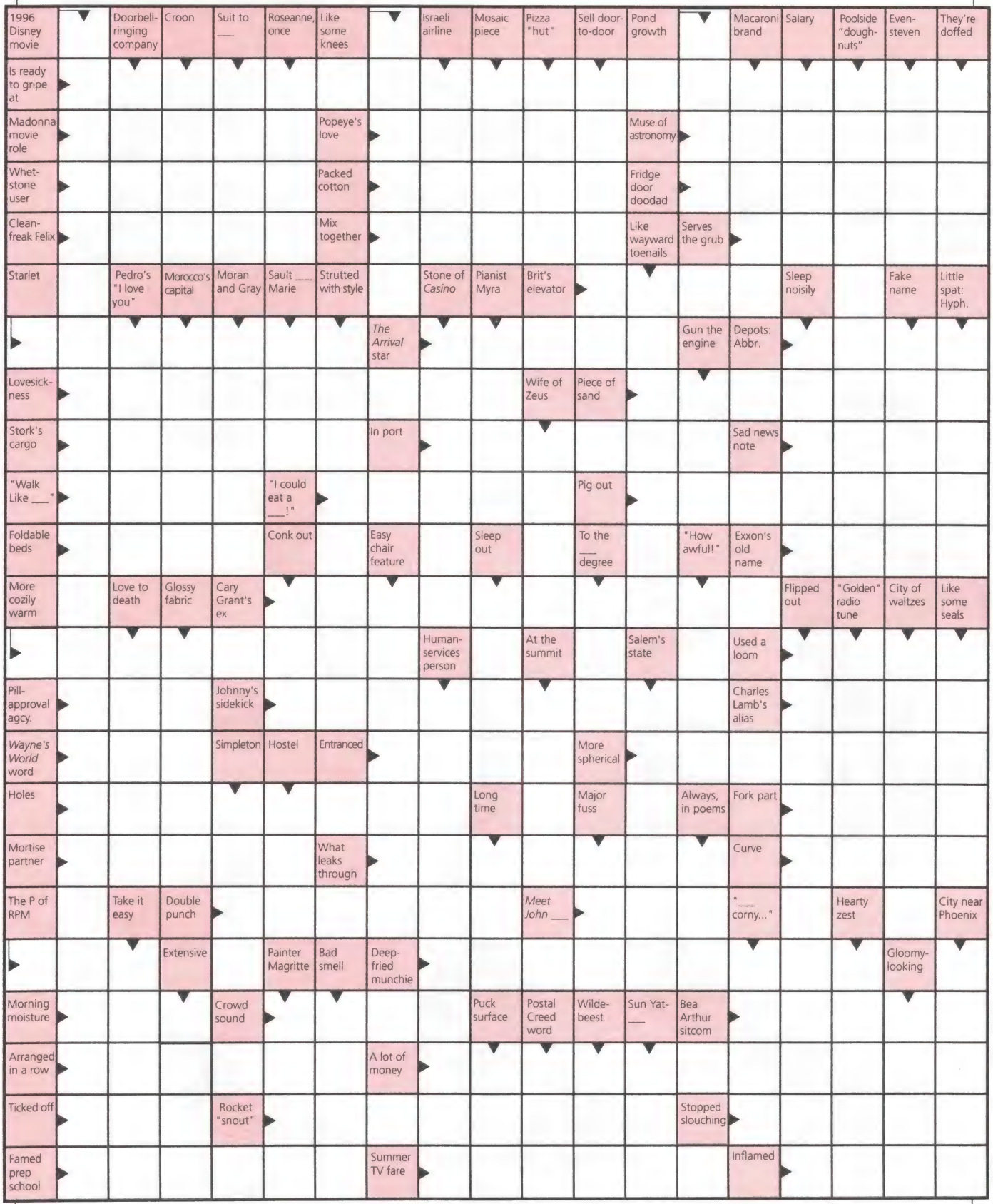
RON BARRETT

BY FRANCIS HEANEY

PENCIL POINTERS ★

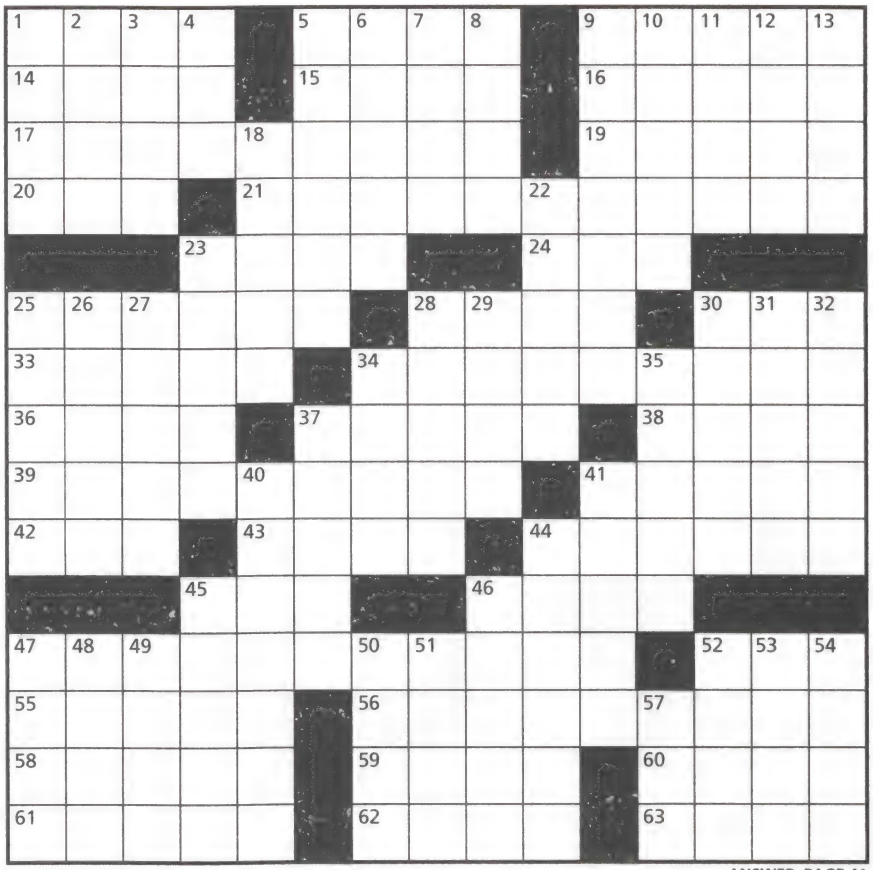
BY TRIP PAYNE

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. **ANSWER, PAGE 40**



FUNNY CARS ★★

BY ALAN ARBESFELD



ANSWER, PAGE 41

ACROSS

1 Part of FF, on a VCR
5 4,047 square meters
9 *Moll Flanders* author
14 Shea arbiters, for short
15 *Mermaids* star
16 The Donald's ex
17 Tightwad on wheels?
19 Paddock papas
20 Unaffiliated voter: Abbr.
21 Open auto?: 2 wds.
23 "Is that a ___?"
24 Hightailed it
25 Get off the bus
28 Sullenly morose
30 Sen. Inouye's party: Abbr.
33 Guinness and Baldwin
34 Buffalo Bob's sidecar?: 2 wds.
36 Canadian Indian
37 Young fish split for cooking
38 Make scarves, in a way
39 Civic skivvies?
41 Piece of cake
42 High seas assent
43 Swiss capital
44 Percale products
45 What *trompe l'oeil* tricks
46 Highways: Abbr.
47 Automaker's tearjerkers?: 2 wds.
52 Down
55 *St. ___ Fire* ('85 Brat Pack flick)
56 Drive-in cashier's command?: 3 wds.
58 Isolated
59 And others: Lat.
60 Get the wrinkles out
61 *The Bells of St. ___* (Crosby classic)
62 Animation sheets
63 Cribbage pieces

DOWN

1 Kodak competitor
2 "You said it, pal!"
3 Burned rubber
4 Recipe amount: Abbr.
5 Gun pointed skyward, slangily
6 Psalm-singing style
7 Like out-to-pasture generals: Abbr.
8 "..._____ saw Elba": 2 wds.
9 Rummy player's castoff
10 Bottled water brand
11 Sodbuster's spread
12 Lollapalooza
13 Like 41-Across
18 Identifying marks
22 Ancient Celtic priest
23 Confronted boldly
25 Russian country house
26 George Jetson's kid
27 Couturier Geoffrey
28 Boxer Roberto
29 Kitchen stink
30 "Death Be Not Proud" poet
31 Decree
32 Traditional tall tales
34 Best of the testees
35 *The Grapes of Wrath* nomads
37 Word paired with patootie
40 Yawning chasms
41 Kasparov's game
44 Terrific buys
45 Wood for a Gibson fretboard
46 Saudi currency unit
47 Tailor's junction
48 ___ breve (2/2 time)
49 Manuel's mushy feeling
50 Oil syndicate: Abbr.
51 Valuate
52 Positive
53 Slack-jawed
54 Oxford profs
57 Bark like a Chihuahua

NO MORE RERUNS ★★

BY FRANCIS HEANEY

Nobody likes reruns. That's why we've taken them out of the TV shows, old and new, listed below. Any letters or numbers that appear more than once in each TV show title have all been deleted, and the remaining characters run together without spaces between words, although punctuation has been retained. For example, THE MOD SQUAD would appear as THEMOSQUA. Can you unravel our TV lineup?

ANSWERS, PAGE 41

1. IOVEUCY _____
2. RSCU9 _____
3. MYTHRON _____
4. UNOLVDMYTRI _____
5. WLKNGOM _____
6. ROSA _____
7. SURDYNGHLVE _____
8. GESMAR _____
9. .KILAE _____
10. SPNCTY _____
11. MROSPAC _____
12. MUD,SHWOT _____
13. MHVIGDLY _____
14. R.QU,CWOA _____
15. BANYMI _____
16. HIPRVNT _____
17. GNACS _____
18. TERADYUNC _____
19. X:WOPC _____
20. RYSOMENG _____
21. FASIE _____
22. AHEWOLDUN _____
23. SAEK _____
24. CLUMB _____
25. MDBTY _____
26. BOZ _____
27. / _____

DSZQUPHSBNT! ★☆

BY BOB LYNCH

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—which have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next; the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it. ANSWERS, PAGE 42

1. CRYPTOON

BCOOTSO RBB YWGJG BGYYGKJ RKACSX GRZW XRE TJ HTBBTSO IE QRZH. T'I OATSO YA YKE YA OGY R FAQ RJ RS G-IRTBIRS.

2. TIMES CHANGE

AXY PRFAX RL AXY BCYJYEA MKP KCY SFOAY UREJACRFJ. AXYP XKNY KGJRHFAYHP ER CYJBYIA LRC MPYM XKOC.

— *RJIKC *DOHMY ("*HKMP *DOEMYCUYCY'J *LKE")

3. LOOKING FOR SOMETHING?

MD VWMVG *BXGRY'I URKKVW LDWMVIM, IRCXYP QD JRWK RM VYIVEUVGV RW MUV CBQBFRWV BWK KD EUBM RM IBPI.

4. TRY AGAIN

WEO VBVCO *IQXGCOZ *RBIUOEZ KACCOR WFOG PWG "*HCOXU *QWAZO" DXZ "*VWK-XCC-XCWEO'Z *PXIVWGL VQXV *MWV *BEVW *IQXEIOGL XER *EOFOG *MWV *WAV."

5. NASTY SPILL

FBTAAQ NDENK OKTAF PDWWNO INDE TW PDKOSUDW, PDCFSWU D FECXXTKW FEDSW.

BDCWOKQIDW PKSNF,"TCE, TCE, *FADI OTE!"

6. EYE-CATCHING DISPLAY

EHPCWRM ENAJEHZT, ENHCPWRM EWJFTZNE EFNR EWJRNAAWRM *EVVPEVZJF'A EWRTVE EWJF ENWZT EHLEVZC ENZNEVPB.

7. BAD NEWS TRAVELS FAST

QYRQJJZOQKW OQYQC PZFLBFI LFQYW YQFBYQJ MPY QYLBJZSE KPY *KPY JQRGFZIW CGQ IB GSMZYQC Y FPW JSPMG.

TIPS AND CLUES

Cipher 1: Ciphertext T'I represents I'M. Bonus hint: YA represents TO.

Cipher 2: Compare ciphertext AXY and AXYP. Try THE and THEY.

Cipher 3: E, the commonest letter, is represented by ciphertext letter V, appearing 10 times in the cryptogram. This means the three-letter word MUV is probably either THE or ARE. Which is more likely to appear after a two-letter word?

Cipher 4: The letter Z, appearing after an apostrophe, stands for the letter S. That leaves only a few common words that DXZ could be. Try WAS.

Cipher 5: Ciphertext TW represents the word ON.

Cipher 6: Suffix -WRM, which ends three different words, represents the common trigram -ING.

Cipher 7: Ciphertext Y does not represent either A or I.

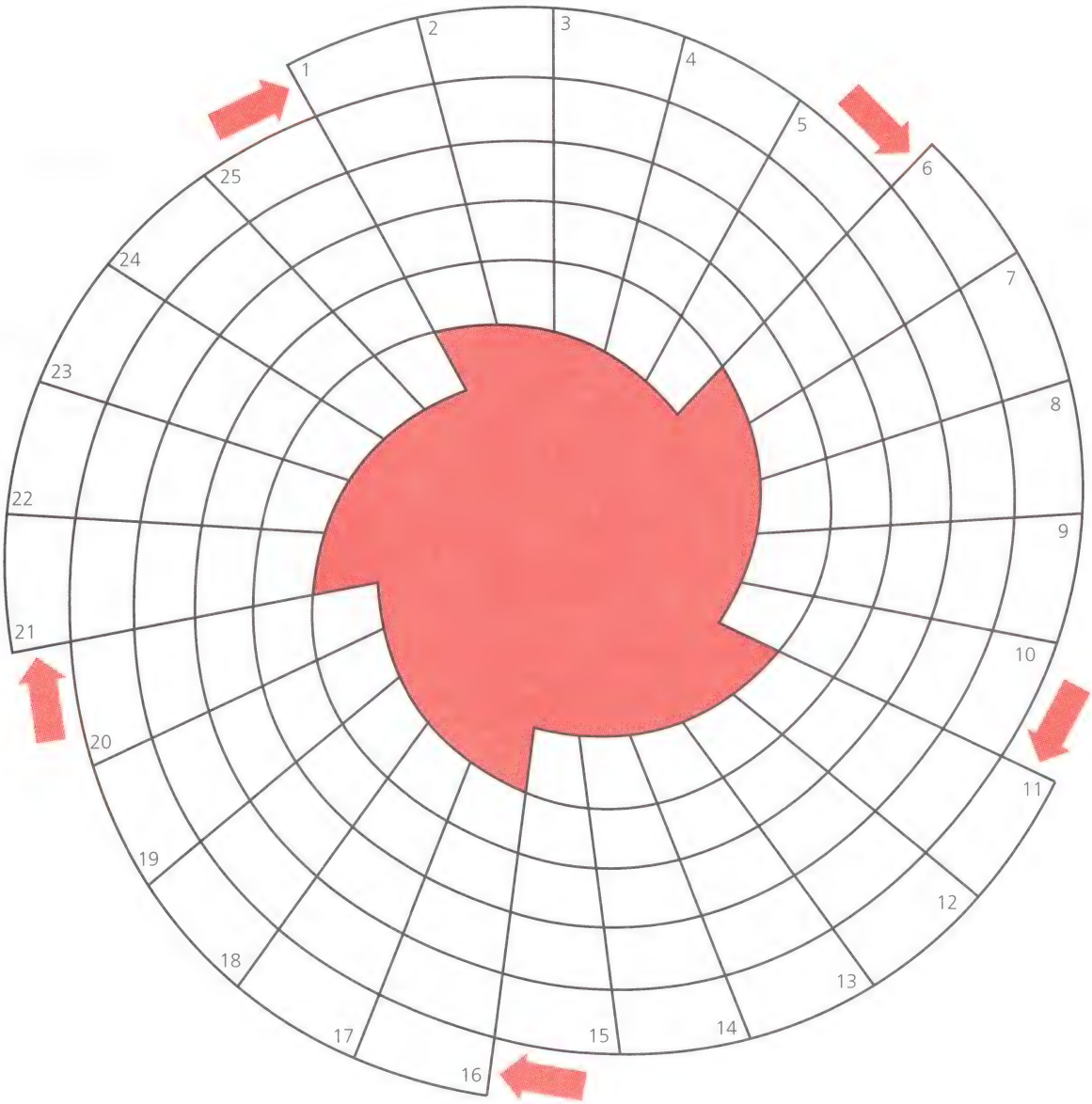
KEITH BENDIS

BLACK HOLE ★★

BY RAYMOND YOUNG

To solve this variety puzzle, enter each of the 25 "Straight In" clue answers into the five spaces beginning with the corresponding clue number and ending at the hole in the center of the grid. Enter each of the five paths of "Spiraling In" answers (A to E) into the circular path beginning at one of the arrows, curving from the outer edge of the grid to the center hole. The paths are out of order—it's up to you to figure out which "Spiraling In" answer path belongs to which arrow. Give it a whirl!

ANSWER, PAGE 43



STRAIGHT IN

1 Myna bird, for one
2 ___ ego
3 Finger exerciser?
4 Have a feeling
5 Prehensile pachyderm part
6 Fumble for the light switch
7 Do a rooster's job
8 Succeeding
9 Scenic overlook offering
10 Maladroit
11 Clichéd
12 Polk's predecessor
13 Smart ___ (wisenheimer)
14 *Mulholland Falls* star Nick
15 Like preserved flowers
16 ___ one's time (was patient)
17 Do data-entry work
18 Chap
19 Be a member of, as a jury: 2 wds.
20 Vandyke, e.g.
21 ___ del Sol (Málaga's area)
22 Ruler of Ork
23 ___ *Now Praise Famous Men*: 2 wds.
24 Welcome into the family, legally
25 Viking raid

SPIRALING IN

A **a** Black hole force
b Feudal superior
c Carbo-loader's choice, perhaps
d In deep trouble: 3 wds.

B **a** Seafood eatery freebies
b "Been there, done that" feeling
c Wine cask
d Surprise victory
e Made coffee, in a way

C **a** RC, e.g.
b Remove, as impurities from a liquid: 2 wds.
c Chosen
d Be a caretaker

D **a** Acting sub: Hyph.
b *sex, ___, and videotape*
c Historically famous
d Show disdain for: 2 wds.

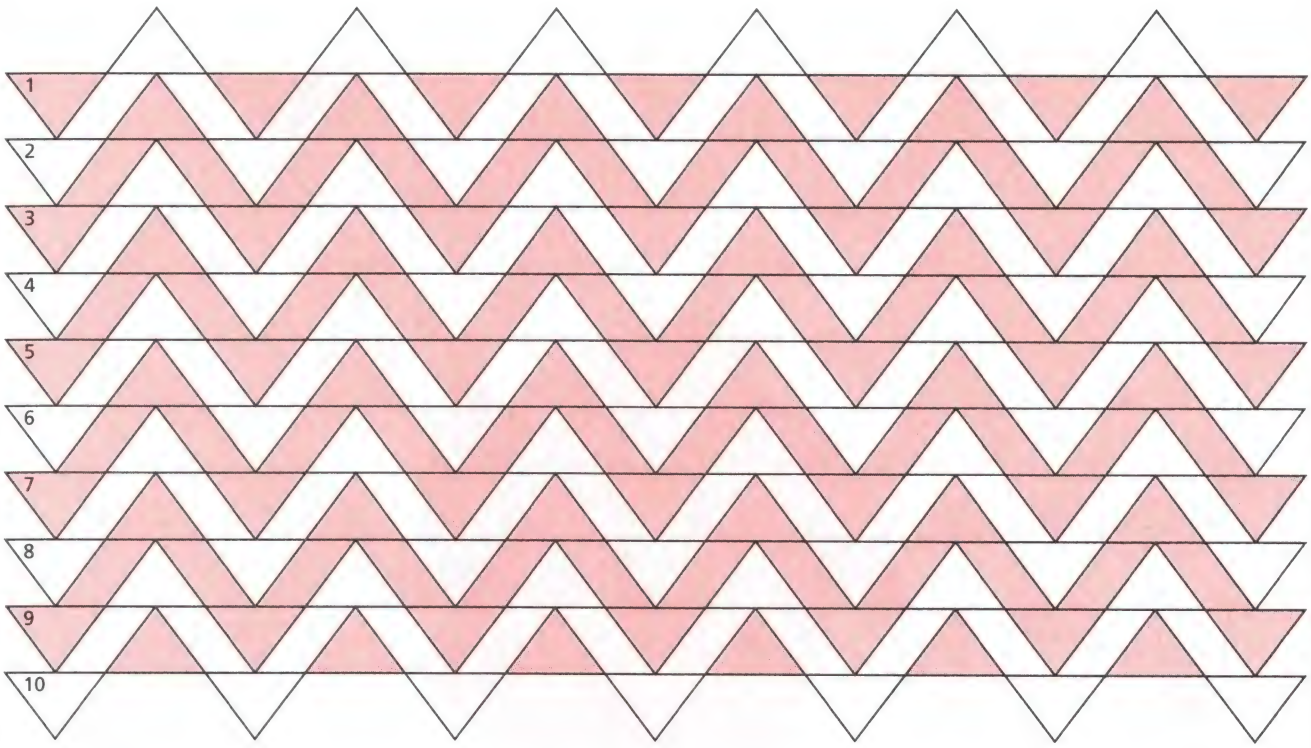
E **a** Solti or Stokowski
b Reprise, often
c In ___ of (rather than)
d Earliest known work of Arabic prose
e Hog haven

FOLD-EROL ★★

BY PATRICK BERRY

Words fit into this accordion-like grid in two ways. The Rows begin in the numbered spaces at the left of the grid (1 to 9) and proceed across the grid horizontally, one letter per space. The Folds begin in the numbered spaces as well (2 to 10), but proceed across the grid in zigzagging paths (denoted by the shading). Each Row and Fold contains a series of words placed end to end; the clues are given in order, but it's up to you to determine the dividing points between answers. Each space in the grid will be used in exactly two words.

ANSWER, PAGE 41



ROWS

1 a It comes with the kit?
b Pessimistic
c Idle and Bogosian
d Gangsta rapper-turned-actor: Hyph.

2 a Hemingwayesque
b Incarnations of Vishnu
c He takes orders from anyone
d ___ lazuli (gemstone from Chile)

3 a Upshot of a strong dollar and too many imports
b Resident of Endor in *Return of the Jedi*
c He pondered near Walden Pond
d Made like creaky boards

4 a Woman, in Philip Marlowe's lingo
b Ragoût receptacle
c Not easily misled
d They're popped by proposers

5 a Material used for hearths and washtubs
b Some White House workers
c Willie Colon's music
d Stuck up

6 a Like pricier pork chops: Hyph.
b Richie Havens's *Woodstock* anthem
c Graven image
d Mickey ___ (doctored drinks)

7 a Charlotte NBA player
b Sidewise
c Broke a promise
d Spearheads

8 a Spot of supper
b Facility
c Iced tea garnish
d Mary Kay's commodities
e Acorn droppers

9 a Melt together
b Percolate
c Was a patron of: 2 wds.
d "Good vs. evil" doctrines, e.g.

FOLDS

2 a Lake near Donner Pass
b Followed a "lessen plan"
c Parenthetical remarks
d Lolls in a La-Z-Boy

3 a Young socialite, for short
b Rascally scamp
c Barbershop offering
d Protein building block: 2 wds.

4 a Scornful
b Watertight window
c Four cups
d Imitates

5 a Least risky
b Pinches a nose playfully
c Blare buffers
d Silly dingbat

6 a Proficient
b Vicuña's stomping grounds
c Brings up
d Pays (a bill)

7 a Nome homeowner's need
b Diamond settings?
c Fancy-schmancy veal pieces

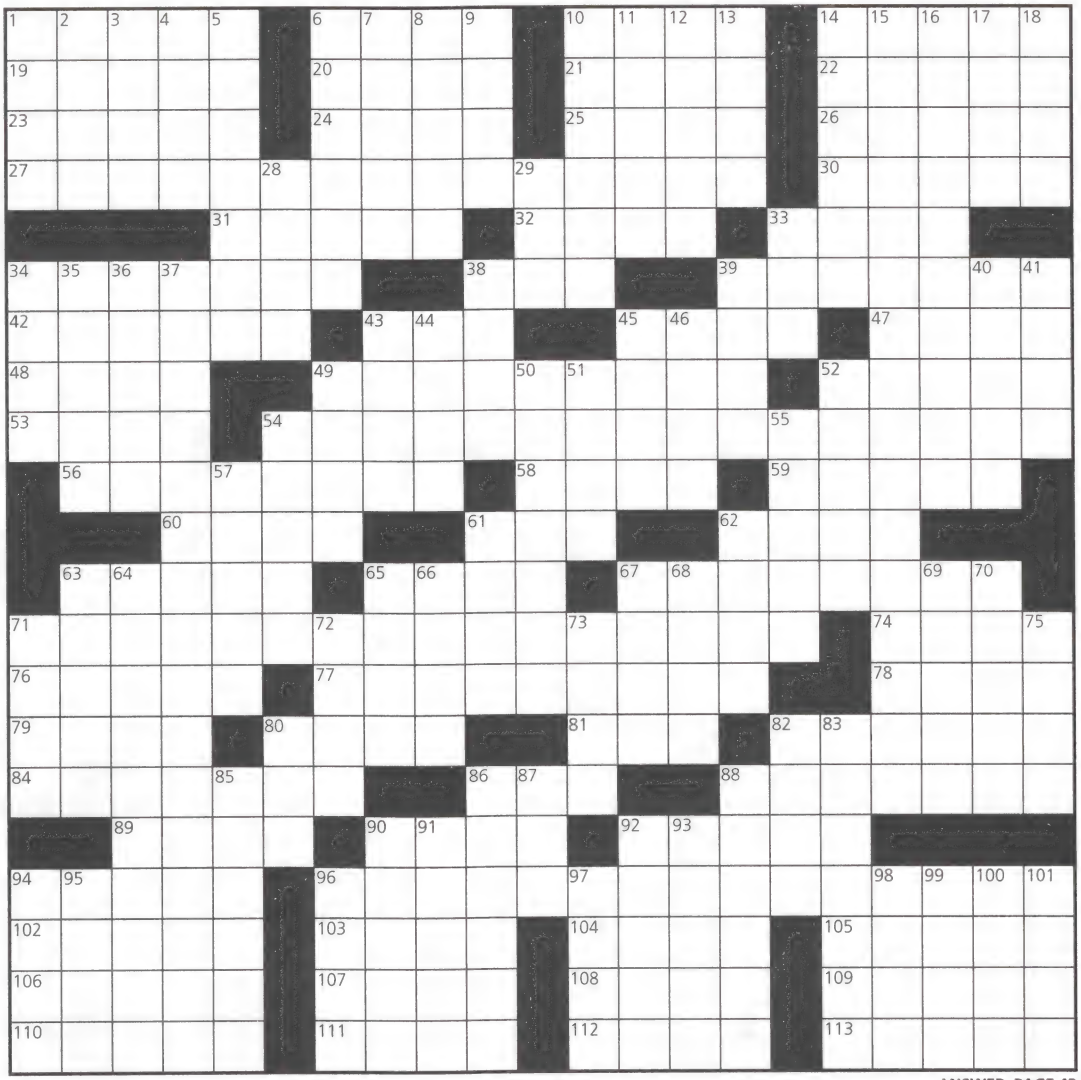
8 a Hood of John Bull's car
b Cartier-Bresson's tool
c Witchy woman
d Timely strokes of luck

9 a Charred-bargain bonanza?: 2 wds.
b Really good gossip
c Bunion site
d Dust speck
e Shrouds, as in secrecy

10 a ___ Banks (Pamlico Sound barrier)
b Kim Philby's business
c Shea et al.
d Orange Bowl city

LET 'ER RIP! ★★★

BY ROBERT H. WOLFE



ANSWER, PAGE 43

ACROSS

1 *Dallas* actor
6 Spray sound
10 Like space
14 Post-coup group
19 *SCTV* regular Catherine
20 Cordelia's dad
21 El ___ (La Paz's airport)
22 Paid no money down
23 TV "Mr." of Jefferson High
24 Dazzle
25 He played Ethan
26 Called
27 Oscar-winning Hamlisch song
30 Turns out to be a loser
31 Prefix for fix
32 Faxed
33 Biodegrades
34 Bits of legalese
38 Nancy Drew's beau
39 Art houses
42 *To Have and Have Not* director
43 ATC watchdog
45 Hoo-ha
47 *Pro* ___
48 Basilica area
49 Nutshell treatments
52 Don
53 First name in mambo
54 Hint of things to come
56 Hydrogen, of the elements
58 Holy Fr. femmes
59 Part of MSRP
60 Jalopy
61 Forwent fasting
62 Tesh's successor
63 Famous '40s NYC club
65 Cross-dresser portrayer
67 Esther's cousin
71 Dark horse of 1940
74 Dryden's *The ___ and the Panther*
76 Touches that dial
77 Posted abroad
78 Sinclair competitor
79 Lends a hand
80 *Ars longa, ___ brevis*
81 Sugarloaf, for one
82 Harrowing person
84 Blotto
86 Make out
88 Flat croquettes
89 Midget piglet
90 Romain de Tirtoff, in a gallery guide
92 Forest friends ___ First!
94 Flush
96 USA for Africa hit
102 Cupid's commodity, in Cremona
103 Break
104 Poseidon's mother
105 Odds basis
106 *The ___ of Honor* (Velázquez work)
107 Buzz's crewmate
108 Claire and Balin
109 Snaffler's specialty
110 Director Lubitsch
111 Op and pop
112 *Corpus juris*
113 Becomes

DOWN

1 "___ Stop" ('92 convention song)
2 "Oops" follower, often
3 Persona most grata?
4 Haus wife
5 Siberian Risk territory
6 Cancún beaches
7 Basted
8 Miter boxes' adjuncts
9 Spruce up for the holidays
10 Highly regarded
11 Proposition 187 target
12 Set out
13 *OED*, e.g.
14 "Drink to me only with thine eyes" guy
15 Narrator of *The Untouchables*
16 Pertaining to change?
17 Proliferate
18 Tacks on
28 The Greek Mars
29 Exhaust, with "up"
33 Make glad rags rags
34 African lake that's shrinking
35 Collar extension
36 Likewise, in Limoges
37 Phrase carefully
38 Killer whale of filmdom
39 Dead presidents
40 Observe Yom Kippur
41 Castle-maker's medium?
43 *Evita* wardrobe pieces
44 Latin I word
45 Hairsplitting
46 Fills a flat
49 Phase
50 Home of the Hapsburgs
51 Formality
52 Food for young and old
54 Wager
55 Horace work
57 Folds
61 Jack-in-the-pulpit family
62 Football field, for short
63 Costar of 65-Across
64 Mean-streets district
65 Float like a butterfly
66 Kirlian photo image
67 Soissons Srta.
68 "___-doke!"
69 Window alternative
70 Map in a map
71 Ms. Hagen and namesakes
72 Put down
73 Cotton to
75 Blonde bombshell Diana
80 Old pro
82 Costume for *Coppélia*
83 "___ to Be in Love" (Pitney hit)
85 Turmoil
86 Conks out
87 Musket tip?
88 Goalie's domain
90 Item in Cassatt's *The Bath*
91 Fired up anew
92 "Culture" prefix
93 Beating the slots
94 Showed up
95 *Kismet* character
96 Radius neighbor
97 Delaney and Bonnie's guitarist friend
98 Koko Head's locale
99 AKA South Dixie Hwy.
100 Pump iron
101 Tittles

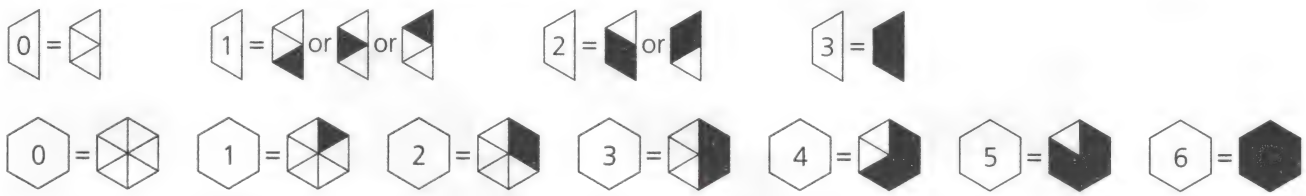
TRIPTYCH PICS ★☆

This new puzzle has the same object as our popular Paint by Numbers—to make a picture by coloring in spaces—but the method for determining which spaces to fill in is quite different. In each Triptych, you are given three large hexagonal frames. The outer two frames contain numbers (within hexagons and half hexagons), while the middle frame—which is where you draw your picture—contains an array of empty triangles. Each number indicates the number of triangles that must be filled in the corresponding section of the center frame. Since the hexagons are positioned differently in the left and right frames, you can make deductions about which triangles to color by working back and forth between the two frames. (The seven small dots in each frame are to help orient you.)

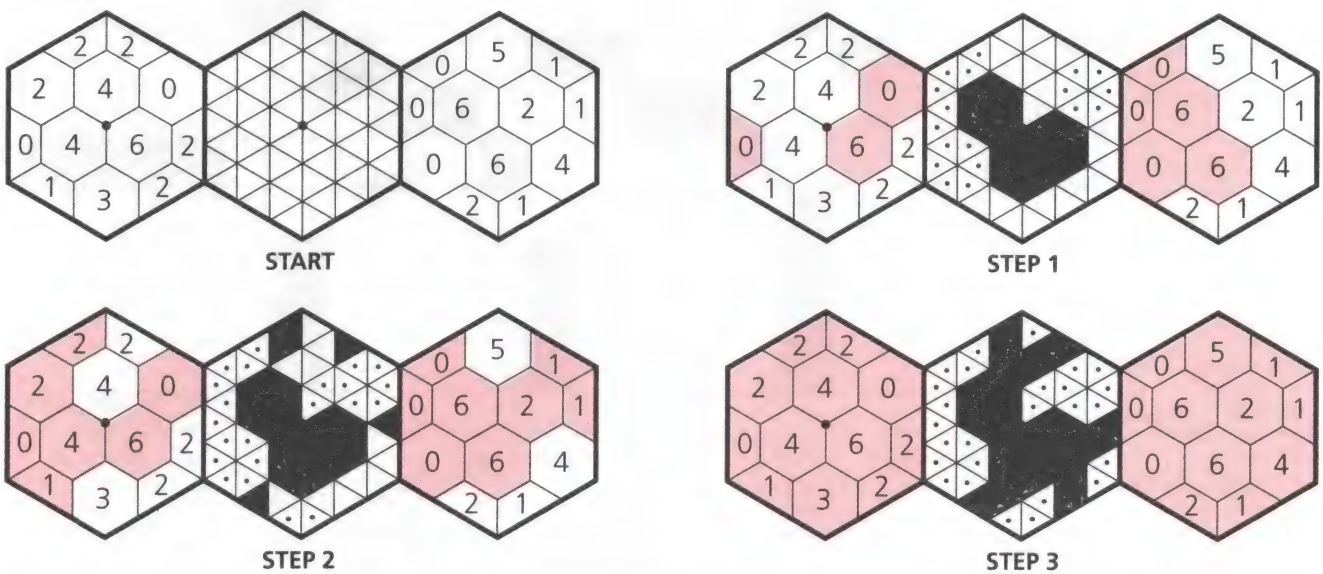
There is one important restriction in filling in triangles: All triangles referred to by a single number must form a solid pattern in the final picture; none of them may border only the corner of one of the others. Thus, the only legal ways to color in hexagons or half-hexagons are the ones shown below, as well as their rotations. As you determine that certain spaces should not be filled in, you may find it useful to place a small dot in them as a reminder. The example below shows a puzzle being solved at various stages, with hexagons becoming shaded as their information is transferred to the center frame until the rabbit is completely revealed. Get the picture?

ANSWERS, PAGE 42

LEGAL WAYS TO COLOR IN GROUPS OF TRIANGLES:

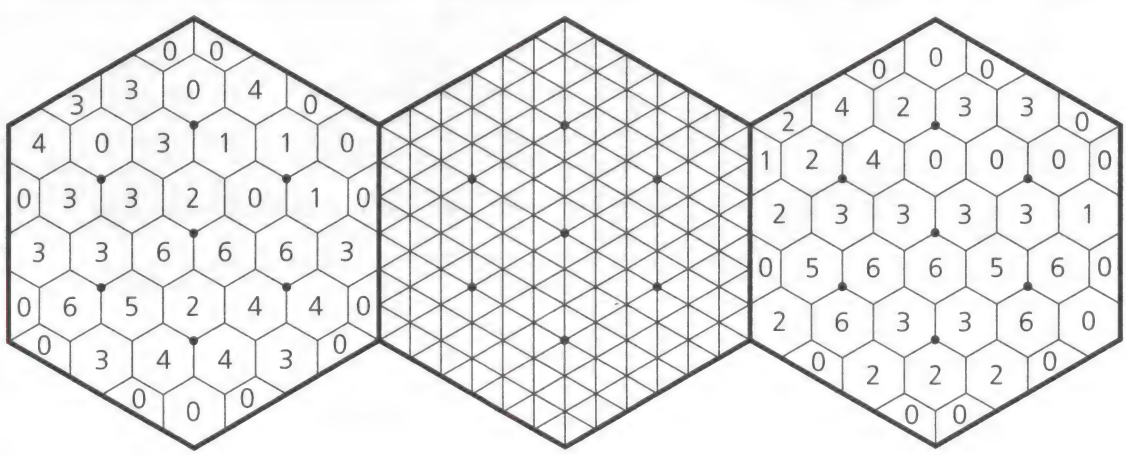


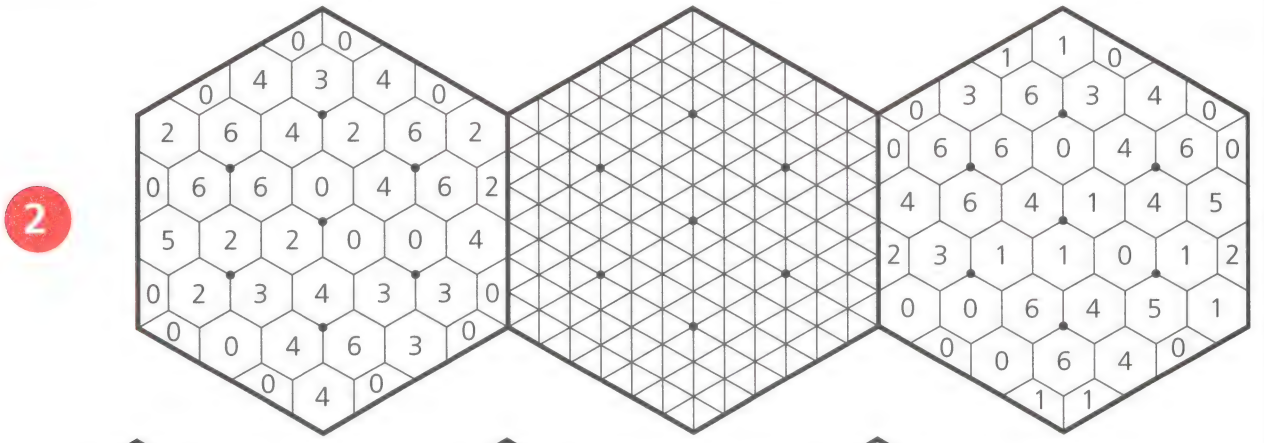
EXAMPLE:



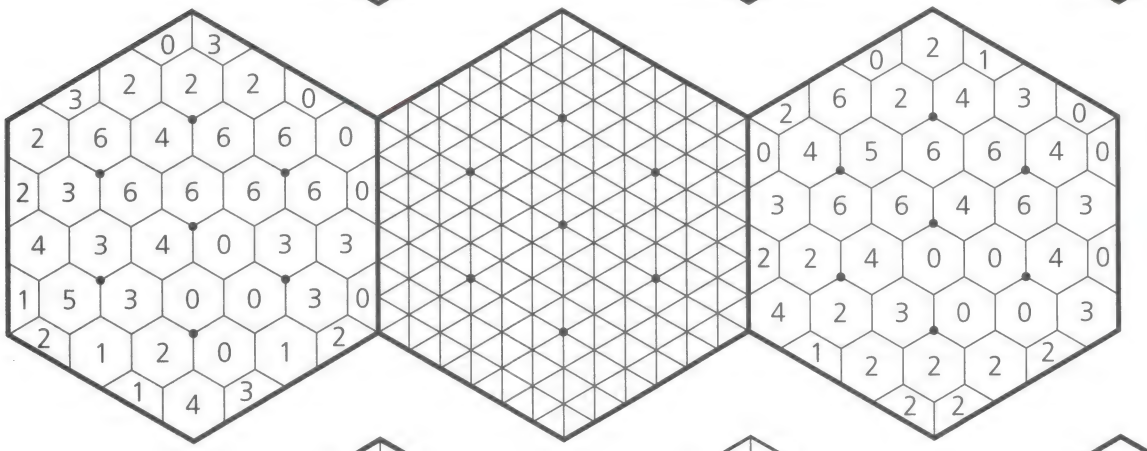
THE PUZZLES:

1

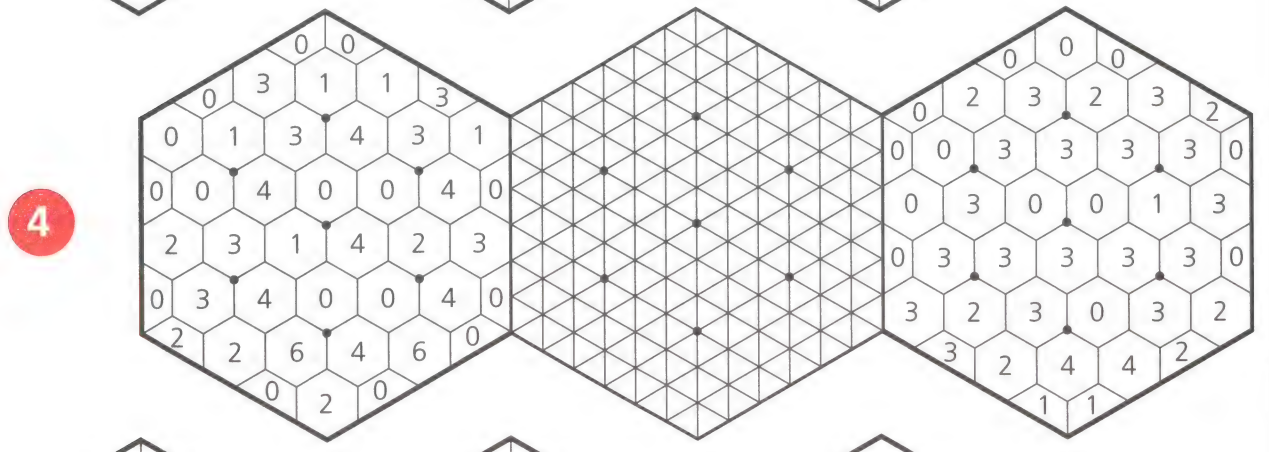




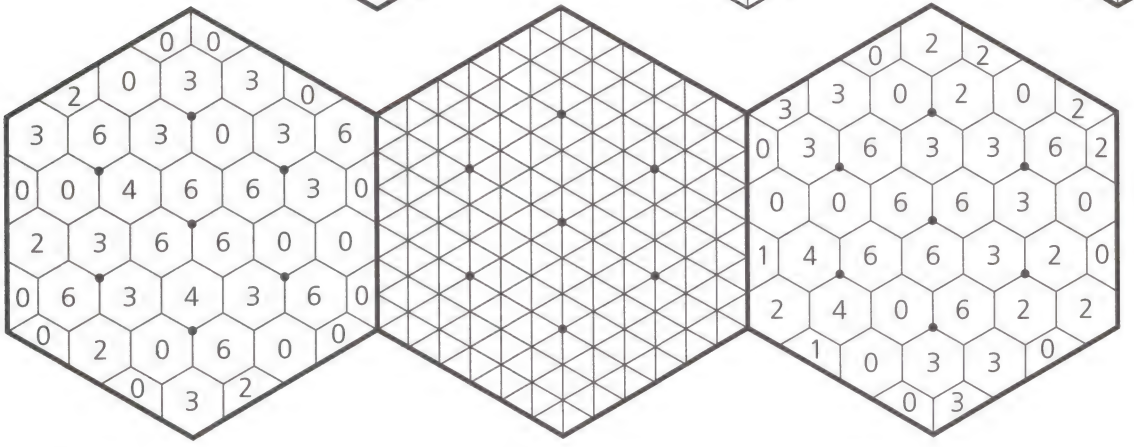
2



3



4



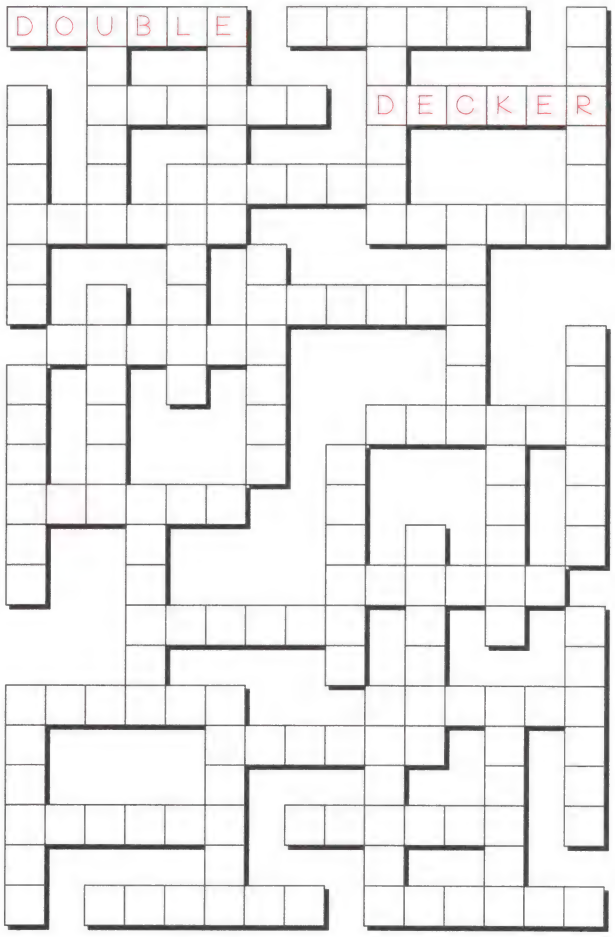
5

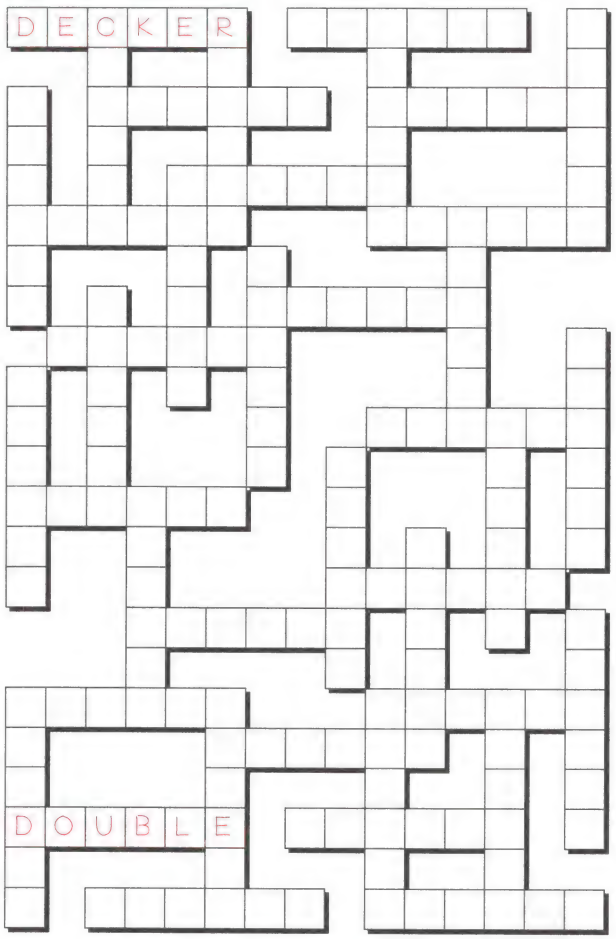
DOUBLE-DECKER ★★★

BY RAYMOND YOUNG

You'll need to think on two levels to solve this puzzle—that's because it's actually two crisscross puzzles in one. The 40 six-letter words can be filled into the grid in crossword fashion in two different ways. To start you off, we've inserted two words into each grid. Can you fill in the rest?

ANSWER, PAGE 42





ABSURD	~~DOUBLE~~	LASSIE	RAVENS
ACIDIC	DUNKER	MIDLER	RODENT
BEMEAN	EDUCES	MISUSE	SCAMPI
CACHET	ENDEAR	NIACIN	SIDING
CAREER	ERODED	NODDER	SINBAD
CENSUS	EXEMPT	NORDIC	SNEEZY
CLIENT	EXTORT	PHYSIC	SPEEDY
CRADLE	GUESTS	PIAZZA	SPRUCE
~~DECKER~~	HATRED	QUARTZ	TUSSLE
DEFINE	KILTED	RAMMER	UNSHED

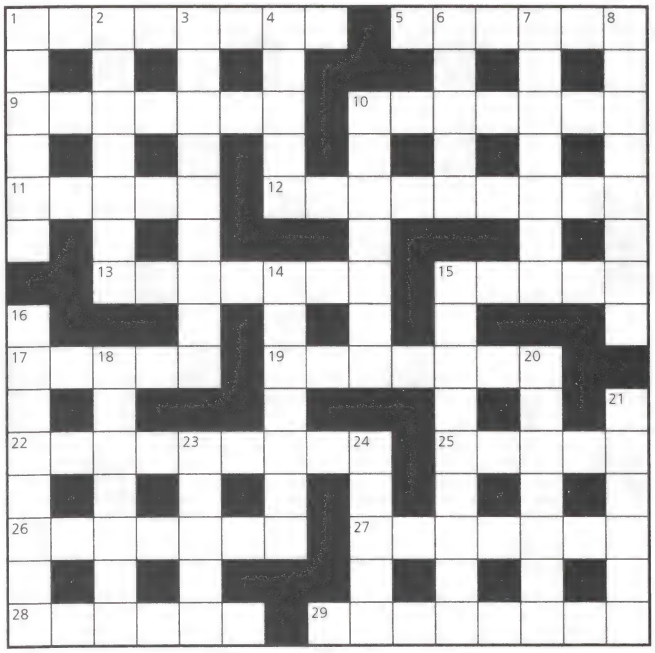
ABSURD	~~DOUBLE~~	LASSIE	RAVENS
ACIDIC	DUNKER	MIDLER	RODENT
BEMEAN	EDUCES	MISUSE	SCAMPI
CACHET	ENDEAR	NIACIN	SIDING
CAREER	ERODED	NODDER	SINBAD
CENSUS	EXEMPT	NORDIC	SNEEZY
CLIENT	EXTORT	PHYSIC	SPEEDY
CRADLE	GUESTS	PIAZZA	SPRUCE
~~DECKER~~	HATRED	QUARTZ	TUSSLE
DEFINE	KILTED	RAMMER	UNSHED

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 42

PUZZLE 1 BY HARVEY ESTES



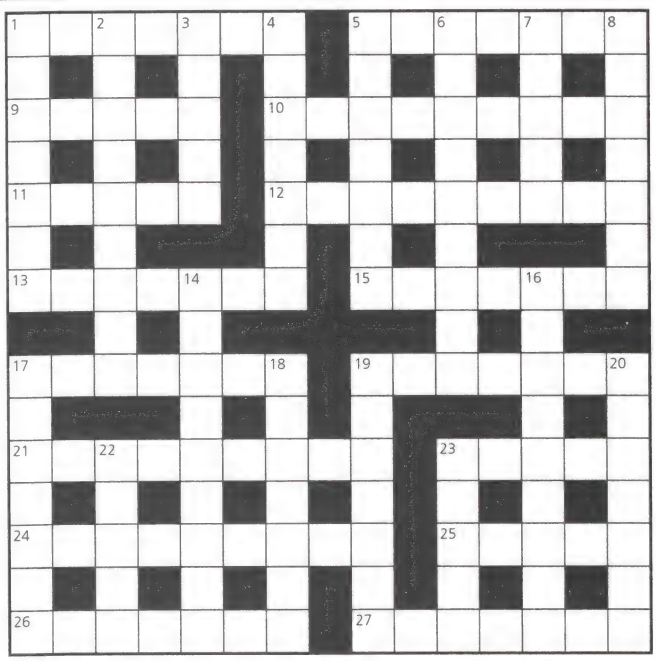
ACROSS

1 Ostentatiously showed aunt's stocking ran (8)
5 They may be large-mouthed men with deep voices (6)
9 Looking back, deer eating cow's food lost weight (7)
10 Choral piece is so long after May (7)
11 In the middle of mashed-up mango (5)
12 Stew meat I hashed up to while away the hours (5,4)
13 Sober sportscaster Scully auditioned for theater, perhaps (5-2)
15 Sleeping lightly, missing *The Mark of Zorro*'s acting (5)
17 Not leaving, catching sight of cake topping (5)
19 The Lone Ranger's sidekick has a choice word for Canadian city (7)
22 Democrat makes fun of journey to get to racing area (4,5)
25 Actress Patricia embraces leader of picturesque Himalayan land (5)
26 Effective immediately: a soldier on furlough never operates wireless, initially (2,2,3)
27 Account takes advantage of charges (7)
28 Bring sorrow to senator about to sum up (6)
29 Doctrine revised using a tab (2,6)

DOWN

1 Setup for object that says "welcome" (6)
2 A robot like Data's designer chromosomes written up (7)
3 Napoleonic ego, in general, accepting complimentary words (4,5)
4 Grant's conclusion: "That hurts!" (5)
6 Crazy, inane musical about an orphan (5)
7 His law I translated into African language (7)
8 Wise man grasps pace of technological era (5,3)
10 Accost nerds surrounding *Tin Cup* star (7)
14 Actor we recast makes you accept defeat (3,4)
15 Rancid gin spilled in train's eating area (6,3)
16 "Wings Packing" doing business as "Chatterboxes" (8)
18 I do warn nuts briefly (2,1,4)
20 Was against new version of pop's ode (7)
21 Storage room is shut, over time (6)
23 Be aware of the sound of pennies (5)
24 Ordinary air vehicle heard (5)

PUZZLE 2 BY MIKE SCHROEDER



ACROSS

1 Surprise giddy starlet (7)
5 Study Andean country's aluminum (7)
9 Tyrant eliminates third base (5)
10 Restless one in a tent chases brat (9)
11 Carry around red cake (5)
12 Cornish female has almost permitted October celebration (9)
13 Take away cart Ted smashed up (7)
15 Try a lie, changing facts (7)
17 Award encompasses one hundred of physicians (7)
19 Inventor's reactor exploded (7)
21 Eat bellhop's Sugar Daddy? (9)
23 At first, take seat to make a strong suit (5)
24 Aborigine holding a railroad report (9)
25 Excuse Muhammad's grabbing one boxer's head (5)
26 Mr. Porter describes part of a relay race for school (7)
27 Rearranging last ten gifts (7)

DOWN

1 Knocking back fruit drinks, Ted is tranquilized (7)
2 Audibly gasped as Blackbeard, for one, attacked at the end (9)
3 It comes up before the pledge (5)
4 In the pit, he tells disparaging remark (7)
5 Common tree contains uranium (7)
6 Explanation of speech, after the first beer (9)
7 Reportedly viewed setting (5)
8 Ten in rather delicate dormant condition (7)
14 Pancho raged, describing slip (9)
16 Sir, no unit mobilized for invasion (9)
17 Mother hedgehog dealing with stoneworkers (7)
18 Fifty on top floor, primarily, erect framework (7)
19 Mangy dog tore present (7)
20 Answers GOP fabrications (7)
22 Danger by way of Illinois (5)
23 Follow ridiculous trial (5)

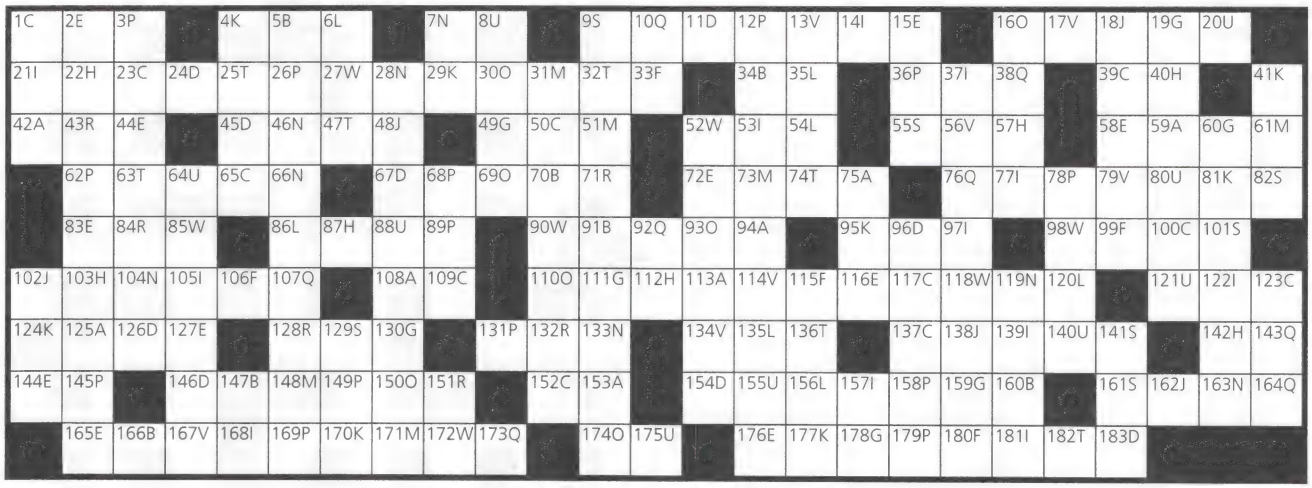
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, P.O. Box 184, Fort Washington, PA 19034.

DOUBLE CROSS ★★

BY ANNE BROWN

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 42



A. Caesar salad's crunchy cubes — 94 75 108 125 113 59 42 153

B. Artist on whose life Maugham's *The Moon and Sixpence* is loosely based — 160 5 70 166 91 34 147

C. Isak Dinesen's account of her coffee farm in Kenya: 3 wds. — 50 100 39 1 23 137 109 65 / 152 123 117

D. Indian state whose capital is Jaipur — 11 24 154 146 126 45 183 67 96

E. TV journalist who pumped the Presley-Jackson newlyweds for personal dirt: 2 wds. — 58 165 144 2 127 176 83 44 / 72 15 116

F. 437.5 grains — 99 115 180 106 33

G. Place Ophelia might have visited, had she heeded Hamlet's advice — 19 130 60 159 111 178 49

H. Two-time president of the Republic of Texas — 103 40 57 112 142 87 22

I. Site of Mary Leakey's famous fossil find: 2 wds. — 168 77 97 21 14 139 105 157 / 37 53 181 122

J. Samantha Stephens, for one — 138 18 48 102 162

K. New Zealand lyric soprano: 2 wds. — 177 81 41 170 29 95 4 124

L. One of the first home video game systems — 135 156 6 35 120 54 86

M. Fletcher Christian's ship — 31 73 51 171 61 148

N. Canine that's not a dog — 163 66 133 7 104 28 119 46

O. Capital near which the Mau Mau rebellion flared in the early '50s — 150 30 174 110 69 16 93

P. Judy Garland's theme song: 3 wds. — 78 12 3 89 145 26 179 169 / 131 158 36 68 149 62

Q. Shawnee warrior fought by William Henry Harrison — 38 107 76 10 164 92 173 143

R. Marlene's *Witness for the Prosecution* costar — 71 128 132 43 84 151

S. They're now scarce in the Chesapeake Bay — 129 55 9 161 141 101 82

T. Survive longer than — 63 74 136 32 47 25 182

U. Beat novelist who chronicled his excesses in *Naked Lunch* — 121 88 64 140 8 155 20 80 175

V. Fats Domino's first name — 114 167 79 56 13 134 17

W. Adjective describing Batman and Robin — 85 98 118 52 90 27 172

CROSS MATH ★☆

BY CHARLES WEAVER

To solve a Cross Math puzzle, place each digit from 1 through 9 into the empty squares of the grid so that the three rows across and the three columns down form correct arithmetic sequences. All calculations (which involve only positive whole numbers) should be performed in order from left to right and top to bottom. ANSWER, PAGE 41

PUZZLE 1

1	2	3	4	5	6	7	8	9
	+		−		=5			
+		+		+				
	−		+		=4			
÷		÷		−				
	+		−		=6			
=1		=1		=1				

PUZZLE 2

1	2	3	4	5	6	7	8	9
	÷		×		=2			
+		×		+				
	−		+		=9			
−		÷		÷				
	−		−		=1			
=6		=6		=1				

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY MATT GAFFNEY

A River Runs Through It

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

1 1960 Michener novel setting
11 "Him he knew well, and guess'd that it ___" (*The Two Gentlemen of Verona*)
17 Nation whose name means "terraced bay"
23 John Brown surrendered to him
24 Montgolfier's transport
25 Out at the job
26 Later, sometime
27 Stretch
28 Ballet position
29 Lexicon from G.B.
30 Crystal-wearer's comments
31 91%, say
33 Take a quick look
34 The Lion of God
35 Executed
36 Pressure meas.
37 Price-fixing gp.
39 Military org.
41 She played Matty in *Angels and Insects*
43 Sterling ___, MI
44 Didn't just pass
46 Holes
49 Turned
51 Reaching jib
53 Swear words
54 Decency measure
55 Didn't beg off
56 Milli trailer
57 Use a church key
58 Stannum
59 *Sax by the Fire* instrumentalist
60 *NRTA/___ Bulletin* (America's best-selling magazine)
61 Trollope's *The ___ Children*
62 Spot
63 Huston role
66 Breach by leaching
68 Serious, in Stuttgart
69 Orpheus, to Calliope
70 *Night ___ Future* (Bergman film)
72 Wharton's *The House of ___*
73 23-Across's gp.
74 Butkus and co.
77 Ms. Lillie
79 Court order
81 Vietnam leader ___ Dinh Diem
82 Hillary's healthcare helper
84 Stuff in some soup mixes
87 Northridge institution
93 Gompers's group
94 Home of the Demon Deacons
95 Dispirited
96 A/C or ABS, e.g.
97 Lost GI
98 On the main
99 Of each, to a pharmacist
100 Melissa, on *Homicide*
101 Encl. home
103 Ponderously
105 Role for Ustinov
107 Ruins project
109 '96 Whoopi movie
111 Perfect
113 Card game maven John
115 Serve spumone
118 *Les Misérables* setting
119 Aurora maker
120 Cut down
122 Corn or pod prefix
123 Suburb Mary Richards might have lived in
125 Comic called "Will Rogers with fangs"
126 Capp greeting
127 Palazzo della Pilotta locale
128 *Remember WENN* network
129 They may cash in on calamity
130 Leader unseated by Cédras
132 Be a hypocrite
134 Gabon, *par exemple*
135 Last word of *Ulysses*
136 Modern "fat"
138 NBA star Nick Van ___
139 Amathophobe's fear
143 Comm. giant
144 Judgmental cluck
145 Take the plunge
146 Socks
148 *Nightline* dateline, originally
150 Part of many Quebec town names
151 Anticlimax, for a fan
152 Ne'er-ending
154 Nuclear
156 Hercules victim
159 Cool

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 37!

EASY CLUES ★

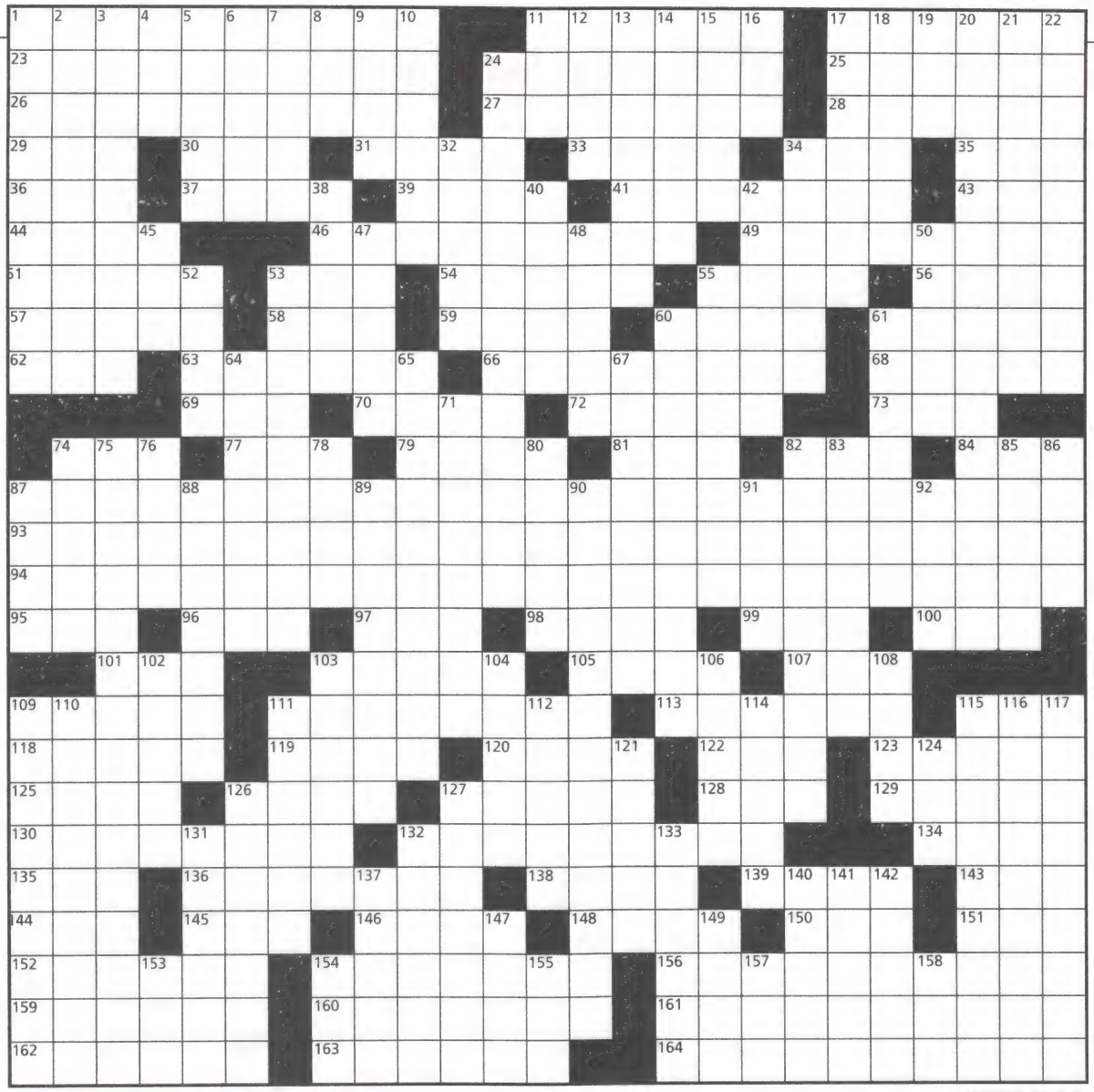
ACROSS

1 Hawaii's nickname: 2 wds.
11 "Where ___ born? Speak, tell me" (*The Tempest*): 2 wds.
17 Taipei is its capital
23 Civil War general: 3 wds.
24 Poppable party decoration
25 Done at the scene, as an inspection: Hyph.
26 Sooner or later
27 Breadth
28 Grosse ___ (Detroit suburb)
29 Standard reference work: Abbr.
30 New age chants
31 91 or 92%, to a teacher: 2 wds.
33 Give a cursory once-over to
34 "Thrilla in Manila" boxer
35 Performed
36 The Beatles' "___ Love You": 2 wds.
37 Oil cartel acronym
39 Future lieutenants' group: Abbr.
41 She shot J.R.
43 Peaks and pinnacles: Abbr.
44 Passed with flying colors
46 Camera openings
49 Turned bad, as milk: 2 wds.
51 Birthplace of Columbus
53 Bachelor's last two words
54 Destroy, Pentagon-style
55 Showed up
56 Suffix meaning "having a foot"
57 Open a bottle
58 ___ Pan Alley
59 *Entertainment Tonight* alum John
60 *Modern Maturity* publishers: Abbr.
61 *The ___ of Hazzard*
62 Get an eyeful of
63 ___*'s Honor* ('85 Nicholson film)
66 Infiltrate oozily: 2 wds.
68 Surrealist painter Max (STERN anagram)
69 "___ of a gun!"
70 "The Lord ___ shepherd...": 2 wds.
72 Levity
73 1860 Dixie alliance: Abbr.
74 2,000 make a ton: Abbr.
77 *The Golden Girls* actress Arthur
79 Get out of bed
81 ___ Dinh Diem ('60s Vietnam leader)
82 *Rosemary's Baby* author Levin
84 Flavor-enhancing additive: Abbr.
87 It has campuses in Long Beach and Fresno: 3 wds.
93 It merged with the CIO in 1955: 4 wds.
94 Southern "cigarette" city: 3 wds.
95 Down in the dumps
96 Make a choice
97 Farrow of *Radio Days*
98 On the briny
99 Santa ___ (L.A. suburb)
100 Jay follower
101 Letter's home: Abbr.
103 In a puffed-up manner
105 Rome's fiddler
107 Excavate
109 Murphy of *The Nutty Professor*
111 Put the finishing touches on: Hyph.
113 '50s card game expert John (CRANES anagram)
115 Quick swim
118 Ninja Turtles' home
119 GM name
120 Shorn, as grass
122 Three: Prefix
123 Suburb near Minneapolis (DIANE anagram)
125 Comic Mort
126 Cockney greeting
127 Italian city near Mantua (RAP MA anagram)
128 Old-movie channel
129 Plaintiffs
130 Former Haitian president Jean-Bertrand ___
132 Fake one's real motives
134 State: Fr.
135 "That's a roger!"
136 Fat substitute in the news
138 L.A. Lakers star Nick Van ___
139 Bunnies under the bed?
143 Addams family cousin
144 "Shame on you!"
145 Get hitched
146 It's plugged into a fireplug
148 The Ayatollah's nation
150 Sault ___ Marie
151 0–0 game, e.g.
152 Forever, in poems
154 Situated in the middle
156 Beast strangled by Hercules: 2 wds.
159 Lookin' snazzy
160 Explorer Vespucci
161 Crusades crusaders
162 Throws gently
163 "Children should ___ and not heard": 2 wds.
164 ESP, some claim: 2 wds.

DOWN

1 Supreme Court of ancient Athens (SOUR AGAPE anag.)
2 Mushy movie part: 2 wds.
3 What Fido learns in school
4 Mad as a wet ___
5 *Star Wars* robot, for short
6 Logger's leftover
7 Razz
8 Every bit
9 Spill the beans
10 Pooh's donkey friend
11 Ear buildup
12 Innsbruck's peaks
13 Goofed off at work
14 Sub detectors
15 Pres. Mubarak of Egypt
16 WSW opposite
17 Start of a new page of type: 2 wds.
18 Rub ceremonial oil on
19 "Behold my hands and feet, that it ___ myself" (Luke): 2 wds.
20 Capital of the nation next to Botswana: 2 wds.
21 Points of view
22 Is short on shuteye: 2 wds.
24 Get around red tape: 3 wds.
32 Bad as can be
34 Musical direction: 2 wds.
38 Port in southern Spain (Z ACID anagram)
40 Say #$@*&*!
42 Dark-complected
45 ___ slow burn (fume): 2 wds.
47 ___ scheme (pyramid scam)
48 Shorten a skirt
50 San Antonio hoopsters
52 Computer programs, for short
53 Traveling from place to place
55 City just SSE of Akron: 2 wds.
60 Wannabe rockers' "instruments": 2 wds.
61 Yvonne of *The Munsters*
64 Law-and-order cyborg of an '87 flick
65 Hebrews
67 It has cones and needles: 2 wds.
71 Handed out too many cards
74 Mythological half-woman, half-serpent (A MAIL anagram)
75 Crown Royal and Canadian Club, e.g.: 2 wds.
76 Titles for knights
78 Landers and Jillian
80 ___ living (make money): 2 wds.
82 Serbo-Croatian winner of a 1961 literature Nobel (ACRID VINO anagram): 2 wds.
83 Song's chorus
85 Having lots of pebbles
86 '80s pop-jazz group Spyro ___
87 Crow cries
88 Cover precisely, as a lid: 2 wds.
89 ___ not erect in this age his own tomb..." (*Much Ado About Nothing*): 4 wds.
90 "Arty" town near Santa Fe: 3 wds.
91 Ancient Peruvian
92 Polio vaccine developer
102 Physicist Bohr
103 Quebec girls
104 Arizona Indians
106 Of the number eight
108 "Family" ratings
109 Student's ordeal involving a blue book: 2 wds.
110 Most loved by: 2 wds.
111 Didn't see a raise?
112 Ibsen's language
114 Carrying weapons
115 Nutrition expert
116 How wartime gas may be allotted: 2 wds.
117 Verb form used by reminiscers: 2 wds.
121 One who does the dubbing
124 ___ process of law
126 Actress Brennan and namesakes
127 Egyptian coin (TRAIPSE anagram)
131 Character in a Molly Ringwald sitcom
132 Speaks in a monotone
133 Some French wines
137 Topic
140 Commercial's plea: 2 wds.
141 Secret supply
142 Campsite shelters
147 Cleveland's lake
149 Old-time grape soda
153 *Treasure Island* initials
154 Taxi
155 It starts the car: Abbr.
157 Mystery man: 2 wds.
158 Falsehood

R.J. KAUFMAN



ANSWER, PAGE 41

HARD CLUES (CONTINUED)

160 Cristoforo's contemporary
161 Peter Popoff's fans
162 Sleeps fitfully
163 Lay low unsuccessfully
164 Hunch

DOWN

1 Greek high tribunal of old
2 R-rating reason
3 What a martinet demands
4 She-lobster
5 '77 Kenny Baker "role"
6 Ask the unanswerable
7 Back-comb
8 The lot
9 Hero of a Rossini opera
10 Milne moper
11 Batik need
12 Simplon Tunnel's locale
13 Earned a demotion
14 Sub-standard equipment?
15 Bibi's colleague
16 Chemical ending
17 Page starter
18 Rub ointment on
19 "Behold my hands and feet, that it ___ myself" (Luke)
20 Capital in SWAPO's old turf
21 Views
22 Is running on empty, so to speak
24 Fight City Hall and win
32 Awful to the extreme
34 Musical switchback
38 Andalusian port city
40 Spell
42 Dark
45 1950 film noir classic
47 His scheme was stamps
48 Do some stitching
50 Marathoners' maladies
52 Computer programs, for short
53 Like sawdust trail preachers
55 NFL Hall of Fame home
60 Instruments anyone can play
61 *Studs* host Mark
64 Cinema cyborg
65 Wanderers of old
67 Needle source
71 Was careless with a shoe
74 Keats's demon in disguise
75 Hardy spirits
76 Letter openers
78 Beattie and Blyth
80 ___ living (avoid the dole)
82 Serbo-Croatian Nobelist in literature (1961)
83 Chorus
85 Obdurate
86 Spyro ____
87 Crow bars?
88 Cover just so
89 "___ not erect in this age his own tomb..." (*Much Ado About Nothing*)
90 Site of the Rio Grande Gorge Bridge
91 Sacsayhuamán builder
92 Sabin rival
102 Aage Bohr's father
103 Some Swiss misses
104 Southwest Indians
106 Of eight
108 Thousands
109 Bar section
110 Most cherished by
111 Went out
112 Like Ibsen
114 Packing heat
115 Sitology specialist
116 How scarce stuff may be shared
117 Like many verbs in dirges
121 Snitch
124 Bill word
126 Soprano Farrell et al.
127 Former Turkish currency unit
131 Local on campus
132 Parasites
133 Court-bouillons
137 ___ Decade (1970s)
140 Ad line
141 Emergency supply
142 Circus sights
147 Put-in-Bay's lake
149 '50s beverage
153 Dr. Jekyll inits.
154 It may be called on account of rain
155 Car key holder: Abbr.
157 Mystery man
158 First U.N. secretary-general

PENCILWISE CONTINUES ON PAGE 44

ANSWERS

COVER

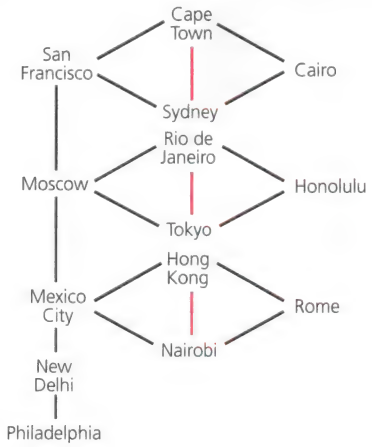
The Mount Rushmore painting on the bottom right is the only one that shows the correct sequence of presidents: (from left to right) George Washington, Thomas Jefferson, Theodore Roosevelt, and Abraham Lincoln.

16 TAKE THE LONG WAY HOME

For the sake of convenience, we give the answer to the last question first.

3. The 14 cities and souvenirs are as follows: Cairo, Egypt (sphinx); Cape Town, South Africa (postcard); Hong Kong (China doll); Honolulu, Hawaii (lei); Mexico City, Mexico (pyramid); Moscow, Russia (nesting dolls); Nairobi, Kenya (giraffe); New Delhi, India (Shiva); Philadelphia, Pennsylvania (Liberty Bell); Rio de Janeiro, Brazil (wooden box showing Sugar Loaf Mountain); Rome, Italy (Romulus and Remus sculpture); San Francisco, California (49ers necktie);Sydney, Australia (boomerang); Tokyo, Japan (toy Godzilla).
1. The shortest route is as follows: San Francisco to Moscow, Moscow to Mexico City, Mexico City to New Delhi, and New Delhi to Philadelphia.
2. The three unused tickets are between the following pairs of cities: Cape Town and Sydney; Rio de Janeiro and Tokyo; and Hong Kong and Nairobi.

The following diagram shows which cities are connected. Using any of the three tickets whose connecting lines are marked in red would make it impossible to visit the city to the right of that red line and still reach Philadelphia.



11 FAMILY FEUDS

The feuds:
wombat: Montagues and Guildensterns
veal: Montagues and Rosencrantzes
umbrella: Montagues and Capulets
tree: Capulets and Rosencrantzes

The families:
Montagues: Abby (married Quentin), Erica (married Larry), Oliver
Capulets: Betsy, Norman (married Dolores)
Rosencrantzes: Celeste, Dolores (married Norman), Fern (married Peter), Quentin (married Abby)
Guildensterns: Larry (married Erica), Mikey, Peter (married Fern)

For a detailed solution, send a self-addressed, stamped envelope to: Family Feud Answer, Games Magazine, P.O. Box 184, Fort Washington, PA 19034.

48 ALIEN IQ TEST

The Elk Hunter's Abduction
With seven star systems, at least one will always survive. There will be two star systems closer together than any other star pair, and these must have fired their missiles at each other. Continue this line of reasoning and you will see why at least one star system must survive.

Alien Ellipses
The rightmost set of symbols is the answer because the ellipses in each box intersect at four points.

Alien Repeats
The largest matching blocks of symbols are shown:

Human Brains in a Jar
The chance of removing a brain is now two-thirds, or 66.7 percent. Denote the brain added to the jar as "brain 2." After removing the brain from the jar, there are three equally likely states: brain 1 in jar and brain 2 outside of jar; brain 2 in jar and brain 1 outside of jar; and kidney in jar, brain 2 outside of jar. In two of the three cases, a brain remains in the jar.

Contact from the Pleiades
The chances are 100 percent that there was a spot along the spiral that Vanessa passed at exactly the same time both days. To understand this, visualize Vanessa's trips as taking place at once. She starts from the center at the same time her "twin" starts from the spiral outlet. At some point along the journey, they must meet as they pass each other. That will be the place and time.

A Severed Human Finger
The Vincent van Gogh painting was selected most often as the gift of choice. Many feared giving the aliens advanced technology or any information (such as the finger that would help them understand our biology) that would help them conquer Earth. None of the respondents chose the Bible as a gift of first choice.

The Alien IQ Test discusses at some length different respondents' reasons for selecting various items. Space only permits us to present a few excerpts:

Reasons for choosing the painting: "The painting is visual and requires no translation...." "Since the note is in English ... the aliens ... know so much that we'd better give them a real gift. There's only one irreplaceable, truly precious thing on that list: van Gogh's *Starry Night*." "The subject of the gift seems to resonate nicely with the event."

Reasons for choosing the Bach musical score: "It's not obviously overly informative ... but it's not meaningless. They should certainly be able to conclude we have an understanding of patterns, symmetry and mathematics."

Reasons for not choosing the Bible (Old Testament): "While the Judeo-Christian tradition is a strong one in the United States and Europe, it is not the primary belief system for most of the world.... The Old Testament, at least the Pentateuch, is the document of an enslaved and repressed people. While it is part of history, it is not how I would like an alien culture to view our culture."

Reasons for not choosing the severed finger: "It might cause aliens to believe that human beings can regenerate...[or] that human beings had little regard for their own bodies or lives—that they desired to be dismembered or killed."

44 STEPLETTERS

1. POET, IDES, SOFA, PLOT, MYTH, HALO, DUEL, TOMB, CHIC, BEAN, MENU, DYES
2. CROON, SEWER, WOVEN, BLOOM, DONOR, WHIST, DEATH, SKIPS, BEING, VIRAL, SCENT, ADEPT
3. MILDEW, WRITER, PARIAH, DIREST, PALACE, WINTER, SENATE, DUNCES, SOLVES, RADIAL, CANINE, GARDEN
4. PROTEST, PROCESS, WARFARE, SCARVES, HIDEOUT, SUCTION, MASSAGE, BOWLINE, DIVERGE, WHISPER, PRIMATE, PREVENT
5. AWAY, LURCH, CANNED, SOLOING, VALVES, SUEDE, WARN, PASTE, NOUGAT, CLOTHED, CORNET, RURAL
6. VERY, ADOBE, BUFFER, STATUTE, BORING, BOOTH, ORAL, PIVOT, SEALED, BROUGHT, STEADY, MODEL
7. CHEMIST, COLLEGE, CHORALE, LITERATE, BOSSIER, OUTSIDE, WIZENED, UNDERDONE, CORONET, FRAMING, FOREARM, COPIER
8. BRA, OUCH, SLOPE, HEREIN, SOUFFLE, REHEATED, PROMPTING, DECOYING, PARSLEY, DIAPER, HORSE, BEAU
9. AUNT, GRANT, DENIER, CONVERT, COUCHING, UNDERLING, MINISERIES, INTERIORS, FOOTFALL, PLUMBER, RAPIER, CRIES
10. COLT, PAY, GRIT, MEDIA, RECENT, UPDATED, ENACTING, COMPLEXES, PROPERTY, SWELTER, THREAT, CHAOS
11. OYSTER, BLUSTER, YEARLING, ORATING, PLAGUE, QUICK, RABBLE, FERMENT, VASELINE, LIBERAL, RECITE, USURP
12. SPLINT, HARDBALL, PHONOGRAPH, INTERNAL, COMFIT, ACME, HEARTH, FLOODING, EXPERIENCE, INDOLENT, SPINES, OATH

9 VISIONS OF SPRING

1. Ballpoint pen
2. Swiss Army knife (scissors tool)
3. Clothespin
4. Umbrella
5. Flashlight
6. Trampoline
7. Pinball machine
8. Doorstop
9. Stapler
10. Bicycle seat
11. Paper punch

26 PENCIL POINTERS

ANSWERS

64 RECIPES FOR STARDOM

1–i Kevin Kline + bacon = Kevin Bacon
2–h Daryl Hannah + strawberry = Darryl Strawberry
3–f Orson Welles + bean = Orson Bean
4–b Jack Klugman + lemon = Jack Lemmon
5–e Buster Brown + crab = Buster Crabbe
6–a Ann Landers + rice = Anne Rice
7–d Warren Beatty + burger = Warren Burger
8–g John Wayne + candy = John Candy
9–c Eve Arden + plum = Eve Plumb

Photos: Bacon—Keith Glasgow; rice—Denny Tillman/Image Bank; bean—Murray Alcosser/Image Bank; plum—Francisco Ontanon/Image Bank; cheeseburger—Al Hamdon/Image Bank; Warren Beatty—Michael Ferguson/Globe; Kevin Kline, Ann Landers—John Barrett/Globe; Orson Welles—Bob Noble/Globe; Eve Arden—Ohlingers; John Wayne, Jack Klugman, Daryl Hannah—Movie Star News

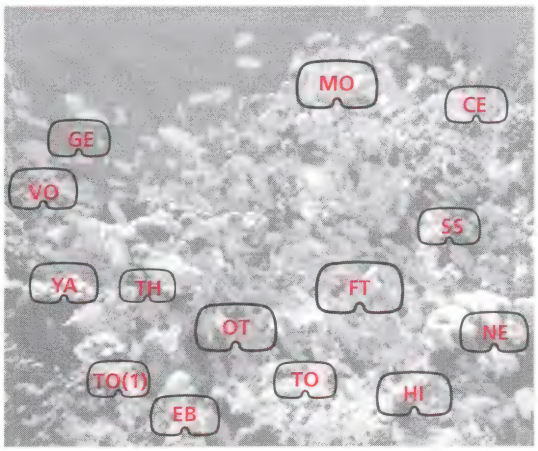
23 CHANNEL SURFING

M	A	R	L	A	■	S	H	O	D	■	L	E	S	S
I	C	I	E	R	■	W	A	D	E	■	O	R	C	A
M	U	S	I	C	T	E	L	E	V	I	S	I	O	N
E	T	E	■	H	E	A	T	■	E	R	E	C	T	S
■	■	■	A	I	N	T	■	C	I	A	O	■	■	■
■	C	O	M	E	D	Y	C	E	N	T	R	A	L	■
B	O	N	E	S	■	■	A	D	E	E	■	T	A	U
R	U	E	S	■	D	E	L	E	D	■	A	T	I	T
A	C	T	■	D	E	N	Y	■	■	O	V	I	N	E
■	H	O	M	E	B	O	X	O	F	F	I	C	E	■
■	■	■	U	F	O	S	■	A	L	F	S	■	■	■
S	E	A	S	O	N	■	A	R	A	B	■	M	O	I
C	N	N	H	E	A	D	L	I	N	E	N	E	W	S
A	N	T	E	■	I	V	A	N	■	A	N	G	L	E
M	E	S	S	■	R	I	N	G	■	T	E	A	S	E

27 FUNNY CARS

F	A	S	T	■	A	C	R	E	■	D	E	F	O	E
U	M	P	S	■	C	H	E	R	■	I	V	A	N	A
J	E	E	P	S	K	A	T	E	■	S	I	R	E	S
I	N	D	■	C	A	N	D	I	D	C	A	M	R	Y
■	■	■	F	A	C	T	■	■	R	A	N	■	■	■
D	E	B	A	R	K	■	D	O	U	R	■	D	E	M
A	L	E	C	S	■	A	U	D	I	D	O	O	D	Y
C	R	E	E	■	S	C	R	O	D	■	K	N	I	T
H	O	N	D	A	W	E	A	R	■	C	I	N	C	H
A	Y	E	■	B	E	R	N	■	S	H	E	E	T	S
■	■	■	E	Y	E	■	■	R	T	E	S	■	■	■
S	A	A	B	S	T	O	R	I	E	S	■	S	A	D
E	L	M	O	S	■	P	A	Y	A	S	Y	U	G	O
A	L	O	N	E	■	E	T	A	L	■	I	R	O	N
M	A	R	Y	S	■	C	E	L	S	■	P	E	G	S

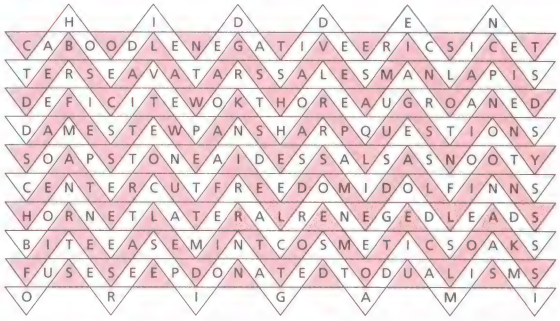
22 SCUBA VIEW, WHERE ARE YOU?



Mask view locations in the picture are identified by their letters; the first of the two TO's (top left of page 46) is labeled "TO(1)."

From left to right, the letters spell out the phrase VOYAGE TO THE BOTTOM OF THIS SCENE.

30 FOLD-EROL



37 CROSS MATH

7	+	4	−	6	=5
+		+		+	
2	−	1	+	3	=4
÷		÷		−	
9	+	5	−	8	=6
=1		=1		=1	

Puzzle 1

8	÷	4	×	1	=2
+		×		+	
7	−	3	+	5	=9
−		÷		÷	
9	−	2	−	6	=1
=6		=6		=1	

Puzzle 2

24 THE SPORT OF KINGS

King 1 makes words lose initial sounds: Pharaoh (arrow), oboe (bow), trench (wrench), banker (anchor). King 2 makes all M's become P's: mime (pipe), mummy (puppy), smock (Spock), mail (pail). King 3 plays charades: ball + ad (ballad), tape + ring (tapering), corn + ice (cornice), can + vases (canvases).

23 THAT'S LIFE!

1. Still life
2. Life of the party
3. *It's a Wonderful Life*
4. Lifesavers
5. Lifetime
6. *You Bet Your Life*
7. "Life is but a dream"
8. Lifeline
9. Facts of life
10. Half-life
11. *Lifestyles of the Rich and Famous*
12. Life sciences
13. Lifebuoy
14. The first day of the rest of your life

27 NO MORE RERUNS

1. *I Love Lucy*
2. *Rescue 911*
3. *My Three Sons*
4. *Unsolved Mysteries*
5. *Wild Kingdom*
6. *Roseanne*
7. *Saturday Night Live*
8. *Get Smart*
9. *Dr. Kildare*
10. *Spin City*
11. *Melrose Place*
12. *Murder, She Wrote*
13. *Men Behaving Badly*
14. *Dr. Quinn, Medicine Woman*
15. *Barney Miller*
16. *Home Improvement*
17. *Green Acres*
18. *The Brady Bunch*
19. *Xena: Warrior Princess*
20. *thirtysomething*
21. *Frasier*
22. *As the World Turns*
23. *Star Trek*
24. *Columbo*
25. *Mad About You*
26. *Bonanza*
27. *20/20*

22 FOOLED YA!

37 A RIVER RUNS THROUGH IT

A	L	O	H	A	S	T	A	T	E	■	W	A	S	S
R	O	B	E	R	T	E	L	E	E	■	B	A	L	L
E	V	E	N	T	U	A	L	L	Y	■	E	X	P	A
O	E	D	■	O	M	S	■	L	O	W	A	■	S	C
P	S	I	■	O	P	E	C	■	R	O	T	C	■	K
A	C	E	D	■	■	A	P	E	R	T	U	R	E	S
G	E	N	O	A	■	I	D	O	■	S	H	R	E	D
U	N	C	A	P	■	T	I	N	■	T	E	S	H	■
S	E	E	■	P	R	I	Z	Z	I	■	S	E	E	P
■	■	■	S	O	N	■	I	S	M	Y	■	M	I	R
■	L	B	S	■	B	E	A	■	R	I	S	E	■	N
C	A	L	I	F	O	R	N	I	A	S	T	A	T	E
A	M	E	R	I	C	A	N	F	E	D	E	R	A	T
W	I	N	S	T	O	N	S	A	L	E	M	N	O	R
S	A	D	■	O	P	T	■	M	I	A	■	A	S	E
■	■	E	N	V	■	■	F	A	T	L	Y	■	N	E
E	D	D	I	E	■	F	I	N	E	T	U	N	E	■
S	E	W	E	R	■	O	L	D	S	■	M	O	W	N
S	A	H	L	■	E	L	L	O	■	P	A	R	M	A
A	R	I	S	T	I	D	E	■	D	I	S	S	E	M
Y	E	S	■	O	L	E	S	T	R	A	■	E	X	E
T	S	K	■	W	E	D	■	H	O	S	E	■	I	R
E	T	E	R	N	E	■	C	E	N	T	R	I	C	■
S	T	Y	L	I	N	■	A	M	E	R	I	G	O	■
T	O	S	S	E	S	■	B	E	S	E	E	N	■	■

T	A	I	W	A	N	■	■	■	■	■	■	■	■	■
O	N	S	I	T	E	■	■	■	■	■	■	■	■	■
P	O	I	N	T	E	■	■	■	■	■	■	■	■	■
D	I	D	■	■	■	■	■	■	■	■	■	■	■	■
H	T	S	■	■	■	■	■	■	■	■	■	■	■	■
S	O	U	R	■	■	■	■	■	■	■	■	■	■	■
K	E	S	■	■	■	■	■	■	■	■	■	■	■	■
E	S	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■

ANSWERS

35 CRYPTIC CROSSWORD 1

ACROSS

1 Flaunted (aunt + fled)
5 Basses (two meanings)
9 Reduced (deer + cud)
10 Cantata (ta-ta + can)
11 Among (mango)
12 Waste time (stew meat I)
13 Drive-in (dry + Vin)
15 Doing (dozing - z)
17 Icing (noticing - not)
19 Toronto (Tonto + or)
22 Drag strip (D + rags + trip)
25 Nepal (Neal + p)
26 As of now (initial letters)
27 Accuses (acc. + uses)
28 Sadden (sen. + add)
29 On credit (doctrine)

DOWN

1 Format (for + mat)
2 Android (Dior + DNA)
3 Nice going (NapoleoNIC EGO IN General)
4 Endow (end + "Ow!")
6 Annie (inane)
7 Swahili (his law I)
8 Space age (sage + pace)
10 Costner (acCOST NERds)
14 Eat crow (actor we)
15 Dining car (rancid gin)
16 Windbags (wings + d/b/a)
18 In a word (I do warn)
20 Opposed (pop's ode)
21 Closet (close + t)
23 Sense (cents)
24 Plain (plane)

35 CRYPTIC CROSSWORD 2

ACROSS

1 Startle (starlet)
5 Perusal (Peru's + Al)
9 Depot (despot - s)
10 Impatient (I + a tent + imp)
11 Torte (tote + r)
12 Halloween (hen + allowed - d)
13 Detract (cart Ted)
15 Reality (try a lie)
17 Medical (medal + I + C)
19 Creator (reactor)
21 Supporter (sup + porter)
23 Trump (t + rump)
24 Narrative (native + a + RR)
25 Alibi (Ali + I + b)
26 College (Cole + leg)
27 Talents (last ten)

DOWN

1 Sedated (ades + Ted)
2 Aspirated (as + pirate + ed)
3 Tithe (it + the)
4 Epithet (thE PIT HE Tells)
5 Popular (poplar + U)
6 Rationale (oration - o + ale)
7 Scene (seen)
8 Latency (ten + lacy)
14 Anchorage (pANCHO RAGEd)
16 Intrusion (sir, no unit)
17 Masonic (ma + Sonic)
18 Lattice (L + attic + e)
19 Current (cur + rent)
20 Replies (Rep. + lies)
22 Peril (per + IL)
23 Trail (trial)

FAKE AD

The Fake Advertisement announced in the Table of Contents is for Time-Out and appears on page 5. *By Francis Heaney.*

28 DSZQUPHSBNT!

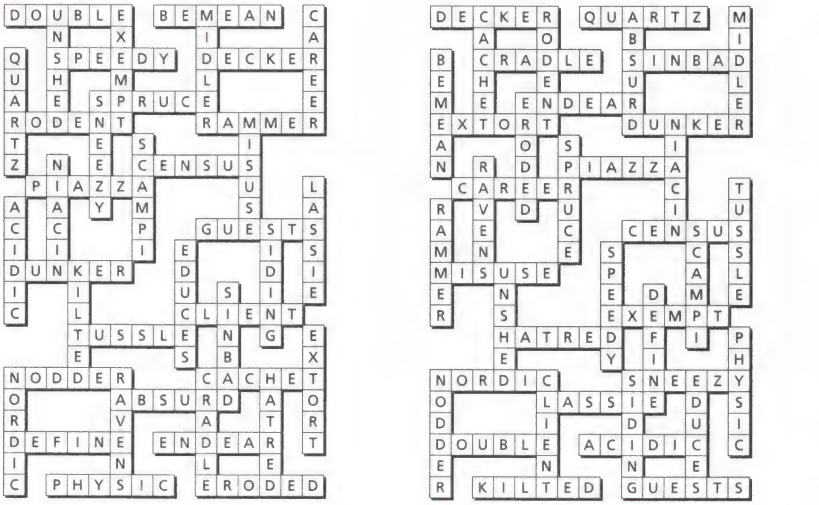
1. CRYPTOON. Lugging all these letters around each day is killing my back. I'm going to try to get a job as an e-mailman.
2. TIMES CHANGE. The youth of the present day are quite monstrous. They have absolutely no respect for dyed hair.—Oscar Wilde (*Lady Windermere's Fan*)
3. LOOKING FOR SOMETHING? To enter April's hidden contest, simply go find it elsewhere in the magazine and do what it says.
4. TRY AGAIN. One title Charles Dickens mulled over for *Bleak House* was *Tom-All-Alone's Factory that Got Into Chancery and Never Got Out.*
5. NASTY SPILL. Sloppy eater drops canned meat on cardigan, causing a stubborn stain. Laundryman cries, "Out, out, Spam dot!"
6. EYE-CATCHING DISPLAY. Walking westward, weakling withdrew when witnessing Woolworth's window with weird waxwork werewolf.
7. BAD NEWS TRAVELS FAST. Excessively vexed airport prexy xeroxes fax exposing lax LAX security due to unfixed X ray snafu.

36 DOUBLE CROSS

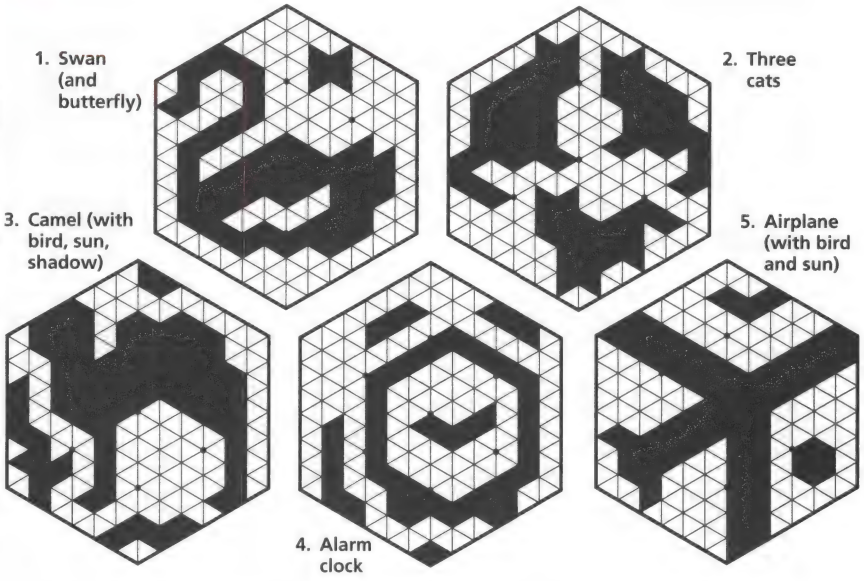
A. CROUTONS
B. GAUGUIN
C. OUT OF AFRICA
D. RAJASTHAN
E. DIANE SAWYER
F. OUNCE
G. NUNNERY
H. HOUSTON
I. OLDUVAI GORGE
J. WITCH
K. TE KANAWA
L. ODYSSEY
M. BOUNTY
N. EYETOOTH
O. NAIROBI
P. "OVER THE RAINBOW"
Q. TECUMSEH
R. TYRONE
S. OYSTERS
T. OUTLAST
U. BURROUGHS
V. ANTOINE
W. DYNAMIC

One way to survive being unfashionable is not to know that you are. You don't worry about your clothes and your music and your choice of restaurants because you are not aware that anyone is judging them. Ignorance is strength.—C(harles) Gordon, *How To Be Not Too Bad*

34 DOUBLE-DECKER

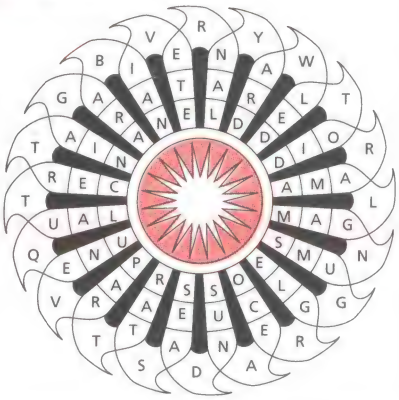


29 TRIPTYCH PICS



ANSWERS

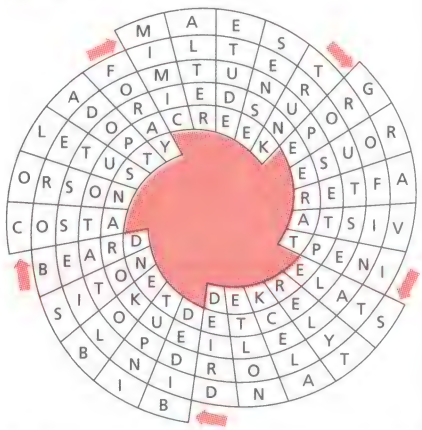
21 SUNDIAL



31 LET 'ER RIP!

D	U	F	F	Y	■	P	S	S	T	■	V	A	S	T	■	J	U	N	T	A
O	H	A	R	A	■	L	E	A	R	■	A	L	T	O	■	O	U	U	E	D
N	O	V	A	K	■	A	U	U	E	■	L	I	A	M	■	N	A	M	E	D
T	H	E	U	U	A	Y	U	U	E	U	U	E	R	E	■	S	L	I	M	S
■	■	■	T	R	A	N	S	■	S	E	N	T	■	R	O	T	S	■	■	■
C	L	A	U	S	E	S	■	■	N	E	D	■	■	C	I	N	E	M	A	S
H	A	U	U	K	S	■	F	A	A	■	■	F	L	A	P	■	R	A	T	A
A	P	S	E	■	■	S	U	M	M	A	R	I	E	S	■	P	U	T	O	N
D	E	S	I	■	S	T	R	A	U	U	I	N	T	H	E	U	U	I	N	D
■	L	I	G	H	T	E	S	T	■	S	T	E	S	■	P	R	I	C	E	■
■	■	■	H	E	A	P	■	■	A	T	E	■	■	G	O	E	N	■	■	■
■	S	T	O	R	K	■	F	A	R	R	■	M	O	R	D	E	C	A	I	■
U	U	E	N	D	E	L	L	U	U	I	L	L	K	I	E	■	H	I	N	D
T	U	N	E	S	■	A	I	R	M	A	I	L	E	D	■	■	E	S	S	O
A	I	D	S	■	V	I	T	A	■	■	K	E	Y	■	T	I	L	L	E	R
S	T	E	U	U	E	D	■	■	S	E	E	■	■	C	U	T	L	E	T	S
■	■	R	U	N	T	■	E	R	T	E	■	E	A	R	T	H	■	■	■	■
C	O	L	O	R	■	U	U	E	A	R	E	T	H	E	U	U	O	R	L	D
A	M	O	R	E	■	L	U	L	L	■	R	H	E	A	■	R	A	T	I	O
M	A	I	D	S	■	N	E	I	L	■	I	N	A	S	■	T	H	E	F	T
E	R	N	S	T	■	A	R	T	S	■	C	O	D	E	■	S	U	I	T	S

29 BLACK HOLE



WILD CARDS

62 CAR LOT LINGO

1–k	7–n	13–r	19–u
2–t	8–d	14–i	20–m
3–b	9–g	15–f	21–p
4–s	10–l	16–j	22–e
5–v	11–h	17–a	23–c
6–o	12–q	18–w	24–x

62 TRIPLETS IN DISGUISE

1. Red, White, and Blue
2. Wine, Women, and Song
3. Earth, Wind, and Fire
4. Game, Set, and Match
5. Lock, Stock, and Barrel
6. Hop, Skip, and a Jump
7. Shake, Rattle, and Roll
8. Tom, Dick, and Harry
9. Bell, Book, and Candle
10. *The Good, the Bad, and the Ugly*

62 I FORGET

By analyzing the "last ball loses" rule, you can find that whenever the person whose turn it is has only two colors left and there are the same number of two or more balls of each color, that person always loses if the opponent plays correctly. Under the "last ball wins" rule, the same thing is true, except that the number of each color must be at least three. Thus, the original game cannot have had the same number of balls of each color, since in that case the first player could win by three different first moves (take all the red balls, take all the white balls, take all the blue balls), whereas grandfather remembered that there is only one first move that guarantees a win. Thus, the number of balls found in the attic (3 red, 4 white, 5 blue) is correct. None were lost.

Under the "last ball loses" rule, in addition to the general losing situation mentioned above, there are four losing positions: (1) any one ball; (2) one ball of each color; (3) 1 ball of one color, 2 balls of a second color, and 3 balls of a third color; and (4) 1 red ball, 4 white balls, and 5 blue balls. The first player to remove balls from the cup can always win, but the only first move that guarantees a win is to take two red balls, since the only losing position that can be left after the first play is number 4.

Under the "last ball wins" rule, in addition to the general losing situation mentioned above, there are four losing positions: (1) any two balls; (2) 1 ball of one color, 2 balls of a second color, and 2 balls of a third color; (3) 1 ball of one color, 3 balls of a second color, and 4 balls of a third color; and (4) 2 white or red balls, 3 red or white balls, and 5 blue balls. The first player to remove balls from the cup can always win, but there are two first moves which guarantee a win: either take four blue balls, leaving losing position 3, or two white ones, leaving losing position 4.

Since grandfather has said there is only one move that guarantees a win on the first turn, the "last ball loses" rule must be the right one.

Thus, all of the facts grandfather has forgotten can be deduced.

62 MORE FOR LESS

The words are ONE and NONE.

62 ORDERLY THINKING

Note that the directions do not require you to arrange the statements so they are internally consistent; they merely have to be true. The first three can consist of statements 2, 4, and 5, in one of the following orders: 2,4,5; 5,4,2; 2,5,4; or 5,2,4. The fourth statement should be 1, and the last statement should be 3. Since there are four possible solutions, the statement "The solution is unique" is false, making statements 1 and 3 true.

63 MOVIE PRESIDENTS

1–k	5–j	9–m	13–h
2–a	6–g	10–o	14–n
3–i	7–l	11–f	15–b
4–e	8–c	12–d	

63 THOROUGH-FARE

The words are DEBACLE AND FEEDBACK.

63 DOUBLE SPACING

(Incorrect alternatives are shown parenthetically.)

puddles (puzzles)
arresting (attesting)
dissident (diffident)
sullen (sudden)
suppertime (summertime)
snubbed (snuffed)
flivvers (flippers)
gazettes (gazelles)
bowwow (borrow)
drizzling (dribbling)
cannily (cattily)
stammering (staggering)
bafflement (battlement)
accessed (assessed)
straggler (straddler)

Here are the full instructions (with alternatives):
A pair of double letters (lessers) has been (boon) removed from each of the common (cotton) words below. But take heed (hood): Each word's spaces can be filled (fitted, fizzed) by two such pairs, but you cannot (carrot) use any pair more than once. Using logic, you must deem (doom) which missing (milling, miffing) pair goes where; it's stunning (stuffing, stubbing) that there is only one correct (collect, connect) solution.

63 ALPHABET CAMOUFLAGE

ABaCi (counting devices)/DEFoG (clear the windshield)/Hal ("Bali Hai")/JoKe (Milan Kundera novel)/LeMoN (lousy car)/OPaQue (not transparent or translucent)/aiRieST (most well-ventilated)/UV (kind of filter for sunglasses)/WaX (polish)/YaZ (Bosox great)

18 DOMESTIC RELATIONS

1–c *The Courtship of Eddie's Father* (Miyoshi Umeki as Mrs. Livingston, housekeeper)
2–n *Who's The Boss?* (Tony Danza as Tony Micelli, domestic)
3–i *One Day at a Time* (Pat Harrington as Dwayne Schneider, building super)
4–b *Hazel* (Shirley Booth as Hazel, maid)
5–k *The Jetsons* (Rosey, robot maid)
6–g *Family Affair* (Sebastian Cabot as Mr. French, manservant)
7–r *Hart To Hart* (Lionel Stander as Max, chauffeur)
8–e *The Brady Bunch* (Ann B. Davis as Alice Nelson, housekeeper)
9–q *My Three Sons* (William Demarest as "Uncle Charley" O'Casey, housekeeper)
10–j *The Nanny* (Fran Drescher as Fran Fine, nanny)
11–h *Charles in Charge* (Scott Baio as Charles, male governess)
12–o *The Addams Family* (Ted Cassidy as Lurch, butler)
13–l *Nanny and the Professor* (Juliet Mills as Phoebe Figalilly, nanny)
14–f *Maude* (Esther Rolle as Florida Evans, maid)
15–p *The Jeffersons* (Marla Gibbs as Florence Johnston, maid)
16–m *Magnum, P.I.* (John Hillerman as Jonathan Quayle Higgins III, estate manager)
17–a *Batman* (Alan Napier as Alfred Pennyworth, butler)
18–d *Fresh Prince of Bel Air* (Joseph Marcell as Geoffrey, butler)

Photos: 1, 4, 6, 11, 14, and c, j, k, o, p—Photofest; all others—Movie Star News

STEPLETTERS ★☆

BY STEPHEN SNIDERMAN

In this puzzle, your challenge is to replace a letter in one word to form a new word, move that letter down to the word below it (or from the bottom word to the top word), and use it to replace a letter in *that* word (without rearranging any other letters), again leaving a new word, and so on until you have successfully negotiated the entire stepletter. In Puzzle 1, for example, the S from POST would replace the A in IDEA, making it IDES. The A you removed, in turn, must replace a letter in SOFT to make a new word. You don't have to start at the top, though; if you get stuck, look for obvious changes anywhere in the list. When you're done, the list will form a complete loop. For instance, in the case of Puzzle 1, a letter from EYES (the bottom word) will replace the S you already removed from the top word, POST. Just don't forget to watch out for blind alleys and you'll be well on your way up the ladder of success!

ANSWERS, PAGE 40

PUZZLE 1

POST _____
IDEA IDES
SOFT _____
PLOY _____
MOTH _____
HALL _____
DUET _____
COMB _____
CHIN _____
BEAU _____
MEND _____
EYES _____

PUZZLE 2

CROWN _____
SEVER _____
WOMEN _____
BLOOD _____
HONOR _____
WAIST _____
DEPTH _____
SKIES _____
BRING _____
VITAL _____
SCENE _____
ADOPT _____

PUZZLE 3

MILDER _____
WAITER _____
PARISH _____
DIRECT _____
PALATE _____
WINNER _____
SEDATE _____
OUNCES _____
SALVES _____
REDIAL _____
CANING _____
WARDEN _____

PUZZLE 4

PROTECT _____
PROWESS _____
CARFARE _____
STARVES _____
HIDEOUS _____
AUCTION _____
MESSAGE _____
BOWLING _____
DIVERSE _____
WHIMPER _____
PRIVATE _____
PRESENT _____

PUZZLE 5

AWRY _____
LUNCH _____
CANOED _____
SOLVING _____
VALUES _____
SWEDE _____
EARN _____
PASTA _____
NOUGHT _____
CLOTTED _____
CORNER _____
AURAL _____

PUZZLE 6

VERB _____
ADORE _____
BUFFET _____
STATURE _____
BOOING _____
BROTH _____
OVAL _____
PILOT _____
SEABED _____
DROUGHT _____
STEAMY _____
YODEL _____

PUZZLE 7

CHEMISE _____
COLLAGE _____
CHORTLE _____
LIBERATE _____
DOSSIER _____
OUTSIZE _____
WIDENED _____
UNDERTONE _____
CORONER _____
FOAMING _____
FIREARM _____
COPTER _____

PUZZLE 8

BOA _____
SUCH _____
ELOPE _____
HEROIN _____
SHUFFLE _____
REPEATED _____
PROMOTING _____
DECRYING _____
PAISLEY _____
DRAPER _____
HOUSE _____
BEAR _____

PUZZLE 9

RUNT _____
GIANT _____
DENVER _____
CONCERT _____
COUGHING _____
UNDERLINE _____
MINISTRIES _____
INFERIORS _____
FOOTBALL _____
PLUMPER _____
RACIER _____
ARIES _____

PUZZLE 10

COLA _____
PRY _____
GAIT _____
MEDIC _____
REPENT _____
UNDATED _____
EXACTING _____
COMPLETES _____
PROPERLY _____
SWEETER _____
THROAT _____
CHATS _____

PUZZLE 11

OUSTER _____
BLISTER _____
YEARLONG _____
GRATING _____
PLAQUE _____
BUICK _____
RAMBLE _____
FERVENT _____
BASELINE _____
LITERAL _____
RECIPE _____
USURY _____

PUZZLE 12

SPRINT _____
HANDBALL _____
PHOTOGRAPH _____
INFERNAL _____
COMMIT _____
ACHE _____
DEARTH _____
FLOORING _____
EXPEDIENCE _____
INSOLENT _____
OPINES _____
LATH _____

COUNTER ATTACKS

Three Checkers Variants *by Sid Sackson*

For the checkers player in search of a diversion, here are three related variants. To play them, you'll need to modify a regulation checkers set by adding a number to one face of each checker. Each player's set should consist of two 1's, two 2's, two 3's, two 4's, two 5's, and two 6's. (Self-adhesive circles such as those found at stationery stores will eliminate the need for cutting and gluing.)

GAME 1

Turn the men number-side down, mix them, and place them on the board as in regular checkers. After all the men have been placed, turn them face up. To determine the first player, check the numbers at the left end of each player's bottom row; the higher number goes first. If the numbers are the same, the next number to the right is checked, and so on.

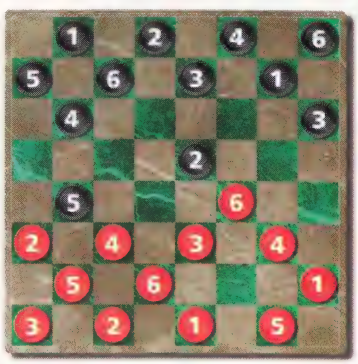
The diagram below shows a game after a few moves have been made—Black, with a 6 in the corner compared with Red's 3, played first.

All the rules of play are the same as in regular checkers except that a piece—either a man or a king—can only jump an enemy piece that is the same number or lower. For example, a 6 can jump any piece; a 5 can jump any piece except a 6; a 1 can only jump another 1.

To see how this can work, look at the diagram again. It is Red's turn, and Red is forced to make a jump. The Black 5 cannot be jumped by either the 2 or the 4, so Red must jump the Black 2 with the 6. Black springs the trap by in turn jumping the Red 6 with his or her 6.

When a man becomes a king it keeps the same number, the crowning piece being inserted below.

A player wins by capturing both enemy 6's. A player also wins if the opponent is not able to make any move or jump when it is his or her turn. If both players' forces are reduced to the point where neither can win in one of the above ways, the numbers on each player's remaining pieces are added and the player with the higher total wins. If the totals are the same, the game is a draw.



GAME 2

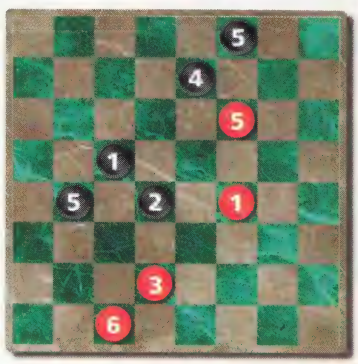
The placement of the checkers and the choosing of the first player are the same as in Game 1.

All the rules of play are the same as in regular checkers, except that a score is kept on a sheet of paper.

When a player makes a jump, the player scores the difference between the number of the jumping piece and the jumped piece—regardless of which is higher. For example, a player who jumps a 3 over an enemy 5 scores two points; while jumping a 5 over an enemy 3 likewise scores two points for the player doing the jumping. If the numbers are the same, there is no score.

If, however, the piece jumping and the piece jumped add up to seven or eleven, the score is seven or eleven—not the difference between the two numbers. For example, a player who jumps a 5 over an enemy 6 scores eleven points.

In the diagram at right, it is Black's turn to play. The 4 must jump the 5, scoring one point, and then the 1, scoring three points. (In multiple jumps, each jump is scored separately.) Red now jumps the 3 over the Black 4, scoring seven points.



Play continues until one player has lost all his or her pieces, or until a player on his or her turn is not able to move or jump. In either case, the player with pieces (or mobile pieces) remaining adds up the numbers on those pieces and adds it to his or her score. When both players have remaining pieces that they can move but no further jumps can be made, both players add their remaining number totals to their scores.

The player with the higher score is the winner.

GAME 3

The placement of the checkers and the choosing of the first player are the same as in Game 1.

All the rules of play are the same as in regular checkers, except that a score is kept and no kings are crowned. Enemy men when jumped are placed face up in front of the capturing player. When a man reaches the king row, it is not crowned; instead, it is taken from the board and placed in front of its owner.

The winner is the first player to have in front of them (from making captures and advancing to the king row) men whose numbers add up to 30 or more points.

For a faster game, play to a smaller total; for a longer game, play to a greater total.

FAIR PLAY SETUP

To avoid the inevitable complaints that one player's starting position is inferior to the other's, the following variation can be used in any of the three games. After the men are placed and the first player is determined, the other player rearranges his or her men to duplicate the first player's starting position.

An alternative is to allow both players to arrange their pieces however they please. Players take turns placing one of their pieces on the board either number-side up, for a purely strategic game, or number-side down, in which case neither player will know the other's plans until all the pieces are placed and turned face up.

Scuba View, Where Are You?

Not since Jacques Cousteau last explored the undersea world have we seen such a vibrant example of aquatic flora and fauna. Each of the 14 diving masks to the left and right of the scene below contains one small portion of the entire picture, sometimes enlarged or reduced. If you locate the scuba views and then read the letter pairs accompanying them in order—beginning with the view that's closest to the left of the big scene and continuing to the right—you'll spell out a phrase describing the exercise you've just performed. (The lure of this puzzle is so great, we're sure you'll fall for it—hook, line, and thinker.)

ANSWER, PAGE 41

By David Jones

MARC CHAMBERLAIN/TONY STONE

THE ALIEN IQ TEST

Are We Up to the Challenge?

BY CLIFFORD PICKOVER, PH.D

Clifford Pickover is many things—scientist, scholar, author, editor, and visionary—and so it may surprise some that he seems to be embracing the shadowy world of alien visitation and abduction.

Yet, the man *Omni* magazine recently described as "Van Leeuwenhoek's twentieth-century equivalent" has just written a book titled *The Alien IQ Test* (available from Basic Books at the end of April) that is filled, in his own words, with "strange looking puzzles ... from another world—a world where small gray beings visit us only at night."

Perhaps in subtle jest, perhaps in utter seriousness, Pickover would have us believe that this illustrated collection of mindbenders came to him in a dream (or was it a dream?), and is a "universal standard" by which some extraterrestrial civilization is judging our basic intelligence and capacity for logic.

GAMES is pleased to provide an advance sample (direct from a secret government installation, under the tightest security) of the puzzles contained therein, to allow you to test your cosmic awareness. And for those with enquiring minds, the answers are out there—on page 40.

THE ELK HUNTER'S ABDUCTION

On October 25, 1974, 25-year-old Christie Meier leaves Riverton, Wyoming, in her pick-up truck to hunt elk in a remote corner of Bow National Park. In the forest, she sees seven elk, raises her rifle, and fires at the nearest animal.

Christie then hears something approaching: a tall, gray-skinned being with a large head. Its oval eyes are shiny and expressionless.

"Are you shooting at an enemy?" the alien asks. "Are you at war?"

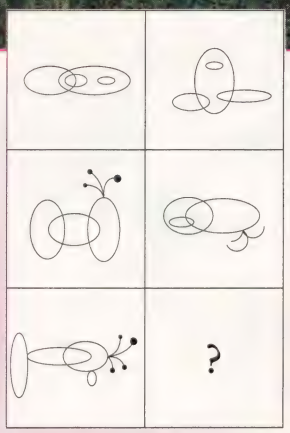
"No," Christie.

"Are you intelligent?"

ALIEN ELLIPSES

Shown here are five patterns. Replace the missing pattern with one of the four patterns below.

Which of the four patterns do you choose, and why?



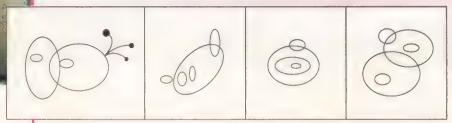


ILLUSTRATION BY ELIZABETH LADA

ALIEN REPEATS

Hiding within this intricate array of symbols is a smaller rectangular group of symbols that appears more than once. What is the largest block of repeated symbols you can find? How long did it take you to find the repeated group? Would you be willing to wager $1000 that there is not a larger block to be found?

Warning: Several colleagues have developed eye stress when they stared too long at the arrays of alien symbols.

Be calm. Proceed at your own risk.

Christie shrugs uncertainly.

"Let me ask you a question." The alien pauses. "Creatures from seven star systems are at war with one another. No two distances between any pair of stars are the same. At exactly 2010 A.D., creatures from each star system launch a devastating nuclear arsenal at their nearest neighbor, and they wait to see what happens. None of the star systems has a defense against such awesome fury. Will all seven races be annihilated, or will at least one star system escape injury?"

HUMAN BRAINS IN A JAR

Sometime between 2 a.m. and 3 a.m. a restaurant owner is driving a truck filled with domestic cookers on the A338 trunk road between the villages of Sopley and Avon in Hampshire, England. He approaches a junction near a bridge over the river Avon when his truck lights dim. As he taps on the truck's control panel, he is astonished to see a strange egg-shaped object move from left to right in front of him. An alien emerges from the egg and takes the truck driver to an abandoned railway car, which smells of raw meat.

The alien motions to an opaque, formalin-filled jar. "The jar contains one organ, either a kidney or a brain," the alien says.

The restaurant owner watches as the alien drops a brain into the jar, shakes the jar, and quickly withdraws an organ which proves to be a brain. The alien turns to him and says, "What is now the chance that the organ remaining in the jar is a brain?" (The reader should assume that it is equally likely that the jar initially contained a brain or a kidney, and that if the jar contains both a brain and a kidney, they are equally likely to be pulled out.

CONTACT FROM THE PLEIADES

At 4 a.m. on October 15, fashion model Vanessa Vanderhofen is walking near her home in Hinwel, a Canton of Zurich, Switzerland. The air blows the spiral curls of Vanessa's blonde hair out of place just as she sees a silvery, disk-shaped craft in the sky. The UFO swoops down and a figure emerges.

"We are from the Pleiades, a star cluster in the constellation of Taurus, 430 light years from Earth," the alien says. We wish to assess your intelligence."

The alien gives Vanessa instructions and then places her in a transparent spiral tube, one mile in length. The diameter is so small that she must crawl through the tube. She starts at the center of the spiral at 5 a.m. and crawls until she reaches the outlet of the spiral at 5 p.m. She travels at varying speeds, and every now and then pauses, rests, and eats from meager food rations strapped to her belt.

When she arrives at the outlet of the spiral, she rests and then begins her journey back, into the spiral the next day at 5 a.m. and arrives at the center of the spiral at 5 p.m.

"You have completed your mission," the alien says. "Now answer a question. What are the chances that there is a location along the spiral that you passed at exactly the same time both days?"

A SEVERED HUMAN FINGER

On a cool October day, aliens land their octagonal craft beside a barn located on the outskirts of Kansas City. A Kansas City mill worker hesitantly approaches the craft, as two small gray beings walk towards him. They hand him a note that reads, "We have just traveled through a wormhole in space and would like you to select a single gift for us to bring our people. We come in peace, but have only five minutes before the wormhole closes."

The mill worker walks into his barn, where he has an assortment of objects from which to choose one potential gift:

1. The Bible (Old Testament)
2. *Physician's Desk Reference* (PDR), 1990, 44th edition (lists drugs and drug interactions)
3. *Mobil 1995 Travel Guide to the Northeast* (lists hotels, restaurants, family activities, towns, and parks, and includes colorful maps)
4. One jar of Peter Pan creamy peanut butter
5. *The Starry Night* (an original oil painting by Vincent van Gogh)
6. Sheet music for Bach's Toccata and Fugue in D minor
7. ChapStick lip balm
8. A Pentium computer
9. A severed human finger

When dozens of scientists were asked which object they would choose, there was one clear winner. Which object do you think was chosen most frequently? Which do you choose and why?

From *The Alien IQ Test* by Clifford A. Pickover, PhD.
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Grand Prize: $1,000
Ten Runner-up Prizes: A GAMES T-shirt

Contest

Color Scheme

Just follow the directions—and their directions.

by R. Wayne Schmittberger

Usually contest rules are right there to be read in black and white in an orderly fashion, like the stripes on a zebrafish. Not this time.

Instructions to this contest are scattered in random order throughout the box at right. All instructions are valid unless invalidated by another instruction. Some instructions contradict one another; such conflicts are to be resolved by referring to other instructions and interpreting them in a way that makes all the instructions consistent with one another. In order to resolve certain conflicts, it may be necessary to resolve certain other conflicts first.

To enter this contest, send a list of numbers as instructed by the contents of the box at right, together with your name and address, to: **Color Scheme, GAMES Magazine, P.O. Box 184, Fort Washington, PA 19034.** Entries must be received by **May 1, 1997.** Winners will be chosen by random draw from among the entries with the correct list of numbers. If there are no correct entries (or not enough to award all prizes), winners will be chosen from entries whose list adds up to the sum of the numbers on a correct entry, or comes closest to the correct sum (whether higher or lower).

On your entry, write the number

Sentences that are not instructions are sentences nevertheless, and words in them are to be counted when so instructed, even if they mention zebrafish.

If different sentences lead to the same number being written more than once on your entry, only write that number on your entry once.

On your entry, write the number of purple words in blue sentences.

On your entry, write the first two numbers that would be on your list if all the words in this contest were blue *and* this sentence did not exist.

If the word 'zebrafish' contains more than 9 different letters of the alphabet, then do not obey any sideways red sentences that contain exactly one blue word.

If a sentence is all one color, then that's its color.

If a sentence is all one color (like this one), then it's considered blue no matter what its actual text color.

On your entry, write the number of purple sentences that contain the word "red."

All numbers listed on your entry must be written in descending order, from highest to lowest.

Doesn't this sentence make you think about zebrafish?

All numbers listed on your entry

of times the word "zebrafish" appears in this box.

On your entry, write the total number of red sentences and blue sentences that contain the word "purple."

On your entry, write twice the number of times the word "red" appears in purple or blue sentences.

If different sentences lead to the same number being written more than once on your entry, then do not include that number on your entry at all.

How would this contest be different if there were such a thing as a zebrafish?

In some dictionaries, "zebrafish" is spelled "zebra fish."

A sentence may be any of four colors—red, purple, blue, or green—and its color is determined by the color(s) of its type as interpreted by the sentences on this page.

If red and purple sentences contradict one another, obey the red one.

If purple and blue sentences contradict one another, obey the purple one.

If blue and red sentences contradict one another, obey the blue one unless the red one is upside-down, in which case you are to obey the red one.

If a sentence contains words of more than one color, the sentence is considered to be the color of its first word if the sentence is right-side up, the color of its last word if the sentence is upside-down, and red if the sentence is sideways.

Have you ever seen a green zebrafish?

How would this contest be different if there were no such thing as a zebrafish?

If two instructions of the same color contradict one another, obey the one that's right-side up or disobey the one that's upside-down; if that still doesn't resolve the conflict, obey the one with more words in it.

When following any red sentence's instructions, disregard any purple word within that sentence.

On your entry, write the number of purple words in red sentences.

must appear in ascending order, from lowest to highest.

STEVE MELLOR

MOVIE TRIVIA GAME

STARCROSSED

DUNAWAY PARTNERS, 888 FILMBUFF; $40
PLAYERS 2-6 (OR TEAMS) **PLAYING TIME** 1 HOUR

Nobody knows how it began. Some people admit they started doing it in college; others do it whenever they can at office parties; couples do it at home alone or with their friends. I've even heard people doing it in theaters while waiting for the movie to start.

I'm talking about a parlor game of obscure origin popularly known as "Six Degrees of Kevin Bacon." With the rules now standardized, elaborated, and perfected, the game has been very handsomely published as Starcrossed.

This memory-intensive game requires you to connect two movie stars or two movies named on cards by linking them via other stars or movies, the fewer links the better. Two dice are rolled to decide whether the subject for the round will be stars or movies and what the "budget" is. If a connection has fewer links than the budget, the difference is the number of spaces the player advances on the board.

Here's a simple example from the game: To connect Jamie Lee Curtis and Kevin Costner, remember that Curtis appeared in *A Fish Called Wanda* with Kevin Kline, who was in *Silverado* with Costner. Number of movie links: two. Linking movies works the same way, except that you count connecting stars instead of movies.

No matter how movie-savvy you are, you will find this game a real challenge at first. But don't be discouraged—the more you play, the more useful links you will find and remember. Kevin Bacon, for instance, is a handy link because of his presence in movies with large casts of famous stars, such as *JFK*.

Starcrossed is the perfect game for movie mavens and an ideal way to stay awake during the annual Academy Awards bore-fest. ■ —B.H.

COMPUTER ADVENTURE GAME

TOONSTRUCK

VIRGIN, 800 874-4607; CD-ROM FOR DOS/WINDOWS 95, $59.95

Toonstruck is so full of wacky and creative activities, it will change everything you thought you knew about toons.

You control Drew Blanc (Christopher Lloyd), a visionary cartoonist whose work has been going downhill. After getting sucked into a cartoon world of his own creation, he learns he must save the king of Cutopia by finding objects that will reverse the effects of other objects placed in an infernal machine by the king's enemies.

Toonstruck takes full advantage of the groundwork laid by the movie *Who Framed Roger Rabbit*. Lloyd is a great comic actor, and his vocal inflections and sometimes befuddled facial expressions are just perfect in this very funny role. The animated characters are no less interesting, mostly thanks to the topnotch vocal talent: Dan Castellaneta (Homer on *The Simpsons*) as Flux Wildly, Drew Blanc's toon sidekick, who can be called into service when a puzzle needs "tooning"; Dom DeLuise as a sleazy arcade cashier; Tim Curry as Count Nefarious; Corey Burton in several funny roles; the ubiquitous Frank Welker (a voice actor who has "appeared" in innumerable films); and other first-class personnel.

It's a real pleasure to spend time in a game with such spirit and inanity. Where else would you find a cow in black leather with pierced udders or a weightlifting bulldog in a tiny workout uniform? It's obvious from the first scenes that the Toonstruck creators know everything about animation and about the loony world of cartoons. No gag goes unsprung, no punch line undelivered. Much of the humor is pretty broad, even vulgar, but there are lots of clever puns and visual "business" to catch if you pay attention. ■ —Russ Ceccola

PHOTOGRAPHS BY BUTLER & TEGNI

FAMILY BOARD GAME

CATCHPENNY

CHATHAM HILL GAMES, 800 554-3039, $29.95
PLAYERS 2-6 **PLAYING TIME** 2-3 HOURS

Monopoly, published in the 1930s, provided a welcome escape from the harsh realities of the Depression. Players could do in the game what they could only imagine doing in life: buy property, build houses and hotels, and force their rivals into bankruptcy.

Catchpenny, though modeled on Monopoly, depicts a much more detailed and realistic world—the teeming, money-grubbing, debt-fearing street life of late 18th-century London.

Each side of the colorful board represents a district consisting of three streets or bridges (grouped by color), in each of which there are two to four spaces representing street pedlars (peddlers) and other characters and locations. In all there are 40 pedlars and tradespeople, for each of whom there's a corresponding card. The player who possesses at least 21 of those cards or at least 21 shillings in cash wins the game by becoming Catchpenny, "lord of the pedlars."

A pedlar is acquired by landing on its space (and in other ways), but can be lost to opponents or to the common pool, for example, by being pressed into military service or being sold to satisfy a debt. Controlling all the pedlars in one street or district provides some protection, but not if you're in debt.

Debt is a very serious matter. When you land on another player's pedlar, you have to buy that pedlar's wares. The more pedlars that player controls in the same street, the higher the price. If you can't pay, you could be sent to Debtor's Prison and forced to sell your pedlars. Or you can refuse to pay, in which case your creditor can swear out an arrest warrant. If the bailiff then catches you, you're out of the game!

On the other hand, you could get lucky and win the lottery.

All the elements of Catchpenny work together beautifully to produce a fascinating, involving game. ■ —B.H.

COMPUTER ADVENTURE GAME

CIRCLE OF BLOOD

VIRGIN, 800 874-4607; CD-ROM FOR DOS/WINDOWS, $59.95

Adventure gamers should get a huge kick out of Circle of Blood. Though the title misleadingly suggests that the game is a fantasy-horror RPG, it's actually an animated puzzle-mystery full of memorable characters, admirable writing, and extravagant graphics and animation from Don Bluth's team of talented artists.

You play George Stobbart, an American tourist and part-time adventurer on holiday in Europe. George's peaceful vacation suddenly turns deadly as he narrowly escapes a bombing in a small cafe. After figuring out that the blast was a planned assassination of an elderly man, George, feeling obliged to find the assassin, sets off in search of justice. But he quickly gets more than he bargained for, as he discovers a web of intrigue that involves the hidden treasure of the Knights Templar, the brave and powerful order of knights that flourished in the 13th century.

The simplified point-and-click interface speedily gets you into the game. A click of the left mouse button uses an object in your inventory, while a right-click will solicit an often insightful observation from George. Fortunately, you're not alone in this adventure; there's a cast of colorful supporting characters who can help or hinder you. Once you start speaking to another character, you're given a graphical menu of topics you can talk about, or you can ask about any object in your inventory.

Circle of Blood feels more like a big-screen animated film than a computer game. Hand-painted backgrounds come alive with movement as birds fly about and traffic crawls through the streets of Paris. The accompanying soundtrack is also impressive, with swelling music that changes to match events in the game.

With plenty of surprising plot twists, tricky puzzles, and exotic locales, Circle of Blood will satisfy even the most jaded armchair detectives and adventurers. ■ —Colin Williamson

FAMILY CARD GAME

FIVE CROWNS

SET ENTERPRISES, 800 351-7765; $9.95
PLAYERS 2-7 **PLAYING TIME** 30 MINUTES

SIMPLE — COMPLEX
CHANCE — SKILL

Are you one of those rummy players who gets all flummoxed when you can't decide whether that club 8 should go with the two other 8s or with the 7-8-9 club run? Or is that precisely the type of challenge that makes rummy fun? If that aspect of the game is what you love/hate about rummy, you'll be glad/sorry to know that things just got better/worse.

Five Crowns, the beautiful new card game from the makers of Set, is made of two identical 58-card decks—3 through king in each of five suits—plus six jokers. The game is played in 11 rounds, three cards per player in the first, four in the next, and so on up to 13 in the last.

The idea is to collect runs (three or more cards of the same suit) and books (three or more of the same rank) and go out as soon as possible to try to catch your opponents with lots of loose cards. Each opponent scores the face value of every card that is not part of a set or a book, plus 50 points for each joker and 20 points for each current wild card. The lowest score after 11 rounds wins.

Jokers are wild, as are cards whose rank is equal to the number of cards dealt that round (face cards are ranked 11, 12, and 13). That is, in the first round 3s are wild (three cards are dealt); in the second round 4s are wild (four cards dealt), and so on.

In the later rounds, with all those wild cards out there, anything can happen without warning, so efficient card-arranging is crucial. Think of all those points you don't want to get stuck with! ■ —B.H.

FAMILY CARD GAME

DINO HUNT

STEVE JACKSON GAMES, 512 447-7866; $29.95
PLAYERS 2-4 **PLAYING TIME** UP TO YOU

SIMPLE — COMPLEX
CHANCE — SKILL

Let's clear up one thing right away: Nobody kills dinosaurs in this game. Dino Hunt is a dino-*friendly* time-traveling safari in which your aim is to collect specimens and bring 'em back alive.

At the start of each turn, a number of attractive dinosaur cards (full of interesting facts about their subjects) are placed in a timeline of five prehistoric periods. Each of you has a little plastic dino representing your location in time, and Special cards that affect your own or your rivals' chances, sometimes decisively.

You begin each turn with 10 units of energy. After drawing a new Special card, you roll the die to determine how many new dinos to add to the timeline. To hunt a dino you must travel to its time period, which costs one unit of energy per time period. You then declare which animal you're after and roll the die to see how well you did. The Hunt Table on each card tells you, for instance, that a low roll not only misses your quarry but costs you a turn. A mediocre roll might cost you energy but lets you keep trying. If you roll that big 6 and bag your prize but don't have enough energy to transport it home, you'd better be sure you have a "Favorable Chronowave" Special card.

Game length is regulated by adjusting the size of the starting deck. When all the dinos in the deck have been captured, players tally the point values of their capturees, and whoever has the most points is Huntersaurus Rex.

Pay attention while playing this exciting, clever game and you might even learn something! ■ —John Chaneski

ALSO NOTABLE

So listen, Franz, have you ever seen a game about classical music? No? Well, stop fiddling around with that symphony—you'll never finish it anyway—and let me tell you about **Premiere** (distributed by Jem Music Corp., 212 684-6768; $75-$85; 2-6 players). The board is laid out like a

concert hall, and the game comes with a 52-track CD. Typical for German imports, the price is very high, *ja*?, but the game is first class in every way. The object is to reach a front seat by moving along the spaces and answering questions. Land on either a yellow space to answer a question on a card, a red space to answer a musical question on the CD, a green space to take a chance with an "event" card, or an opponent's space to send him back to the beginning. Ludwig himself would be stumped occasionally, even if he could hear.

Movie Mania (Endgame Entertainment, 888 55-GAMES; $30; 2-4 players or teams) is a straightforward movie trivia game with almost 2,000 questions in six categories, which makes for a lot of replayability. There are too many typos, but the game is plenty of fun nonetheless.

Essentially a dice-controlled race game with a family resemblance to Sorry! and pachisi, **Bailiwick** (Bailiwick Enterprises, 800 224-5495; $29.95) is an attractive game with a novel tactical twist, but it's interesting only with four players. To get your pieces to the middle, you use "steppingstone" spaces to move them from the outer rings to the inner ones. To send back opposing pieces, either land on them or create a "triangle set" by getting your piece and an opponent's on different rings but adjacent triangles. Since there are so many possibilities each turn, your fingers will do a *lot* of walking around the board counting spaces. ■

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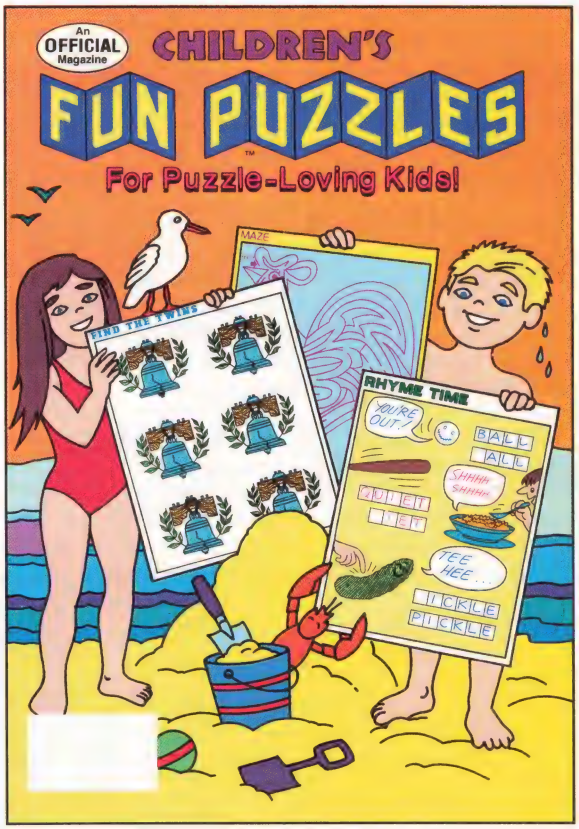

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HASBRO SCORES A BINGO

Scrabble, Risk, Monopoly, and Battleship Go On-Line

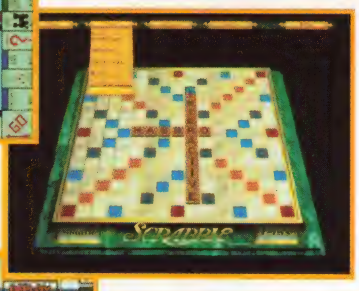
by eric berlin

The Internet, at long last, is poised to become yet another technological necessity, like a telephone or a television. But before that happens, at least one hurdle needs to be overcome: convincing Mr. and Mrs. America that the Internet is not just for computer geniuses.

For game players there's an additional factor: whether playing games on the Internet is worth $50 or so a month in fees, plus the cost of the games themselves. Hasbro Interactive is making it very tempting with its new line of classic games by Milton Bradley and Parker Brothers. These games, updated for the on-line world, are as user-friendly and as much fun to play as anyone could wish. I'll tell you about them in a minute. First, a word about the Internet.

Getting on the Net has never been easier. If you already have a computer and a modem, all you need is an Internet Service Provider, or ISP. The Internet is a network of about 13 million computers, some of which, called servers, belong to ISPs. When you sign up with an ISP, you get to share that company's computer, which, since it's connected to all the 13 million other computers on the Internet, gives you access to all of them. Service Providers charge an average of $20 a month for unlimited Internet access and in most cases give you free software to operate your modem automatically. Game servers offer their own pricing plans in addition to the ISP fees.

The ISPs we recommend are AT&T WorldNet (call 800 WORLDNET for software), Earthlink (800 395-8425), and Sprint Internet Passport (800 877-4646). There may also be good local providers in your area. For on-line game-playing, we do not recommend such services as America On-line (AOL), which are mainly focused on promoting their own content. For technical reasons, in fact, Mplayer (discussed below) cannot even be used with AOL.



OK, so you're connected—now what? The software provided by your ISP (it comes with Windows 95)—most likely either Netscape or Internet Explorer—is a "browser" that lets you wander among all those 13 million computers, collectively called the World Wide Web. Once you know the address of the Website you want to visit, simply type it in. Each site has an address like "http://www.something.com" often followed by more detailed location information. For example, if you type in http://www.mplayer.com/join/join-home.html, you arrive at the Mplayer home page, where you can download the free Mplayer software or have it mailed to you.

Mplayer allows you to play certain games against opponents on the Net. Pricing plans include unlimited access for $29.99 a month. The games themselves, however, are not provided; each player has to buy his or her own copy of the game (although some shareware games are available for on-line play).

THE HASBRO CONNECTION

There's something to be said for the Doom-like shoot-'em-ups that are so popular on Mplayer, but we are delighted to be able to find opponents for our favorite classics from Milton Bradley and Parker Brothers, updated and computerized by Hasbro Interactive. Risk, Battleship, and Scrabble are all playable over Mplayer, though Monopoly can be played only via Hasbro's own dedicated server. All include built-in opponents, as do Yahtzee, Clue, Trivial Pursuit, and Othello, which are available in computer versions but are not yet Internet-playable.

Risk is a mighty large world, overflowing the computer screen, and to see it you need to scroll around using the mouse. The interface isn't as intuitive as it could have been—but where else are you going to get a boisterous seven-player game going in the middle of the night? That, plus a number of neat variations, makes computerized Risk more than worth the cost of the software and the connection fees. (Risk was not originally playable on-line. If you bought the game before February 1997 and want to be able to play it on-line, you can download a patch from Hasbro's Website at http://www.hasbro.com.)

Battleship has a dazzling number of variations on the simple original. Whereas once you simply said "A4" and hoped for a hit, now you've got your pick of customizable fleets, moving ships, aerial assaults, and, just right for on-line play, multiple opponents. This is no longer merely a battle; this is war.

Scrabble, too, is a great success, with a challenging computer opponent, a dictionary, and an anagramming word-finder for when you're stuck. This one doesn't have the many variations that grace its counterparts, but how can you improve on Scrabble?

Monopoly is quite faithful to the original, and allows you to choose from every gaming option we've ever heard of and a few that we haven't. (We're purists, but you can pay fines to Free Parking if that's how you play.) Computer Monopoly, which came out before Mplayer existed, includes a chat program that hooks into Hasbro's own server so you can talk to others and find opponents. Monopoly features lots of clever graphics and animations, but you'll probably want to turn them off because they slow down on-line play.

Hasbro has also given us some other classics, though these cannot be played over the Net. Yahtzee is just about perfect. Besides computerized versions of the classic dice-rolling game and Triple Yahtzee, several variations are included that are unique to this CD-ROM.

Trivial Pursuit uses multimedia technology well, with lots of audio and video clips in the questions. New and updated questions will keep you on your toes.

Othello has you playing against such luminaries as Da Vinci and Einstein, or, alternatively, your little brother. Luckily, Leo and Al can be set at the Novice level. Your brother can't.

Clue is the one disappointment, simply because it has little relation to the original game. It is, rather, an assortment of "interactive murder mysteries" in which you try to figure out who, where, and with what. Alas, once you solve all the murders, there's no reason to go back. Better they had given us Parker Brothers' original and let us play it over the Net. After all, that's where the action is.

Yahtzee and Trivial Pursuit are $19.99 each; Othello $29.99; Risk, Battleship, Scrabble, Monopoly, and Clue $39.99 each. For orders, call 800-638-6927. ■

CRYPTO - LIMERICKS

Three limericks are given in code below. Can you decode them to disclose these humorous verses? The code used for each one is different.

If you like to solve cryptograms such as these, don't miss the advertisement on the next page. ▶

1

D KAKJE UCJ KJJKOZ D YFAKO,
KEVOZ KJ KODBC KUJ TJAHN KJJKOEL KJ KJJK.
LDVZ KCO KUJ KJ KCO KJJKOE,
"VL VK CDEZOE KJ KJJK, JE
KJ KAKJE KUJ KJJKOEL KJ KJJK?"

2

G WKRG GSX G WKF HS G WKZR
ERTR HYUTHMCSRX, MC EQGA BCZKX AQRF XC?
MGHX AQR WKF, "KRA ZM WKRR,"
MGHX AQR WKRG, "KRA ZM WKF,"
MC AQRF WKRE AQTCZOQ G WKGE HS AQR WKZR.

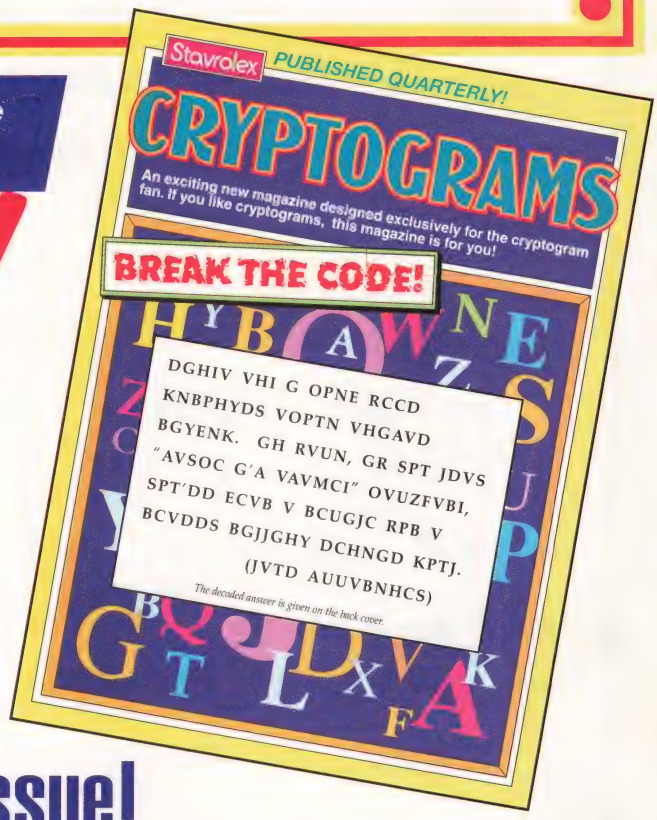
3

ADZCZ YEI E PGJVU BEV GX FZMKSZI
YDGIZ ZECI YZCZ GX FKXXZCZVA IKSZI;
ADZ GVZ ADEA YEI IBENN
YEI GX VG JIZ EA ENN,
OJA ADZ GADZC DEF YGV IZMZCEN QCKSZI.

I F
MW JIN RBH SCBL UYMO ECOOBVC, UYCH JIN OYINAL ONXORSMXC UI "RSJTUIVSBEO" EBVBFMHC UILBJ!

Can you complete this puzzle?

✓ Yes!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CONTEST RESULTS

DECEMBER

GRIDLOCK

In the Gridlock contest, which ran in conjunction with our annual Buyer's Guide to Games, conserving space was the name of the game. The goal was to create an 8X8 grid of letters that contained as many game titles as possible from the list that accompanied the contest rules. (The list consisted of all games in The GAMES 100 and The Electronic GAMES 100, except for those containing numerals.)

A game title was considered to be in the grid, and to count for contest purposes, if it could be spelled out by moving through the grid one letter at a time in any direction or combination of directions, including diagonally. A letter could be used more than once in spelling a title, and could be used in more than one title, but it could not be used twice in succession (i.e., a T could not be used for a double T). Spaces and punctuation were ignored. The winning entry was the grid containing the most game titles, with ties broken in favor of entries whose titles contained the greatest total number of letters.

We received approximately 700 entries, a relatively low total that is probably a function of this contest's difficulty. The grand prize of $2,000 goes to Don Mackenzie of London, Ontario. His entry grid, shown at right, contained 38 game titles having a total of 285 letters. Runner-up prizes of a GAMES T-shirt go to: Tom Holmes, Ann Arbor, MI (38 titles, 269 letters); Joseph and Pamela Burgess, Alexandria, VA (38 titles, 256 letters); Greg Hopkins, Naples, FL (37 titles, 280 letters); John Keeney, Las Vegas, NV (37 titles, 251 letters); Joey White, Eugene, OR (36 titles, 262 letters); Ken Van Gorder, Vesta, VA (36 titles, 261 letters); Spencer Bishop, Austin, TX (35 titles, 276 letters); Richard McClain, Turnersville, NJ (35 titles, 266 letters); Frank Levinson, St. Louis, MO (35 titles, 253 letters); and Ken Harkness, Ellicott City, MD (35 titles, 252 letters). —Jane Weisberg

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Gex
Glory
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Henry
Hijara
Kinesis
Last Chance
Latrel
Leximania
Links LS
Manhattan
Mimitations
Modern Art
Origins
Pyraos
Raj
Rat-a-Tat Cat
Rayman
Ruse It
Shannara
Streetcar
Tantrix
Terra Nova
Terrace
Tracer
Transpose
Tricks
Upthrust

The Grid

S	E	L	K	S	O	Y	C
X	H	C	D	N	L	G	X
J	I	R	O	O	I	E	I
R	A	N	V	T	R	M	D
R	T	C	A	N	A	Y	O
E	E	T	H	E	N	L	B
L	S	R	P	S	I	I	A
O	A	Y	U	O	T	K	V

DECEMBER

AULD LANG SYNE LANGUAGE

To honor the new year, we asked contestants to take a published photograph from a newspaper or magazine and write a related caption proposing the subject's New Year's resolution. We received more than 200 entries, including some with funny captions that, unfortunately, were not in the form of New Year's resolutions (though we were rather liberal in how we interpreted that requirement).

The grand prize of $500 goes to Frank Thompson of Largo, FL. His entry, shown above right, made use of a picture in which potential dangers of a pull-string toy were being demonstrated. Runner up GAMES T-shirts go to the seven others listed with their entries here and on page 61, as well as: Adie Peña, Makati, Philippines; Dan Fuller, New Philadelphia, OH; and Glenn Blair Jr., Medina, OH. —JW

(continued on page 61)

Resolution: Instruct others on the correct and incorrect methods of flossing.
Frank Thompson, Largo, FL

"I hereby resolve never again to put on makeup while driving to work."
Jay Johnson, Evart, MI

We promise to never again raid through Dennis Rodman's wardrobe without his permission, sir.
Justin Castillo, Sheridan, OR

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CONTEST RESULTS

(continued from page 59)

We won't wear our contact lenses to marching band performances ever again.
Lane Wright, Nashville, TN

In '97 let's add "undies Mondays" to "dress-down Fridays."
Edward Dermon, Roslyn Heights, NY

"This is the last time I'm helping the Flintstones move!"
Odyssey of the Mind Team
Boyd Elementary School, Eau Claire, WI

"This year I'm going to come up with a pick-up line that won't make the chicks sick."
Toby Murray, Tulsa, OK

"I'm going to put my foot down in 1997."
"Yeah, me too."
Annette Wallace, Central Sq., NY

WILD CARDS

IN OTHER WORDS

CAR LOT LINGO

Car salespeople, like workers in many other professions, use a special jargon all their own. Unfortunately, or fortunately as the case may be, it is rarely heard by prospective buyers. Can you match these car lot colloquialisms (1–24) with their translations (a–x)?

1. bean can
2. copilot
3. fact wind
4. fat man buttons
5. happy tag
6. home run
7. iron lot
8. joined the club
9. lay down
10. long ride
11. lot lizard
12. mini
13. mop and glow
14. one-legged up
15. rag top
16. roach
17. rolled off the curb
18. skins
19. slider
20. spiff
21. tower
22. two-bitter
23. up
24. upside down

a. a car is sold
b. air-conditioning
c. anyone walking into the lot
d. bought a car from the dealership
e. car worth $25 at the junkyard
f. convertible
g. customer who buys with no questions or negotiating
h. customer who keeps coming back, but never buys
i. customer without a spouse
j. dirty, poorly kept car
k. economy car with no extra equipment
l. extended warranty
m. extra pay, bonus
n. junkyard
o. large profit sale
p. manager's office
q. minimum commission
r. paint sealant and undercoating package
s. power seats
t. spouse
u. sun-roof
v. temporary license
w. tires
x. trade is worth less than customer owes (negative equity)

—Chris Hubersberger

WORDPLAY

TRIPLETS IN DISGUISE

Each trio of words below can be changed into a familiar three-word phrase by replacing its words with either three words that come before them or three words that come after them in compound words, titles, or phrases. For example, "Light, Kick, and Call" could be changed into "Stop, Drop, and Roll" (stoplight, drop-kick and roll call).

1. Tape, Wash, and Blood
2. House, Little, and Swan
3. Worm, Mill, and Cracker
4. Plan, Back, and Book
5. Dead, Summer, and Pork
6. Scotch, Rope, and a Shot
7. Milk, Baby, and Drum
8. Peeping, Tricky, and Dirty
9. Hop, End, and Stick
10. The Earth, the Lands, and the Duckling

—Patrick Cox & Brian Cox

FOR THE RECORD

MORE FOR LESS

You can add a third of a word to its three letters to produce a second word that is by definition less than the first. What are the words?

—Alvin M. Sanico

TOUGH NUTS

I FORGET

Grandfather was a great puzzler in his day, but his memory is failing. I found a cup in his attic containing 3 red balls, 4 white balls, and 5 blue balls. "In that game," he said, "two players take turns removing balls from the cup. In one turn you must take at least one ball, and you can take as many as you want, but they must all be the same color. However, you can't take the last ball unless there is only one left. The player who takes the last ball wins, or maybe that player loses; I can't remember. If you know how to play and it's your turn first, you can always win—or maybe it's the second player who always wins; I don't rightly recollect. Whichever, I do recall there is only one move on your first turn that guarantees a win, but what that move is slips my mind. And now that I think of it, you may have lost some of the balls. Either there were the same number of each color, or what you have is correct, but the memory of it escapes me."

Which of the facts that grandfather has forgotten can you deduce?

—Thomas Kramer

LOGIC

ORDERLY THINKING

Arrange the five numbered statements below in the right order so that they are all true:

1. The second statement below this one is false.
2. The statement immediately below this one is true.
3. The statement immediately below this one is false.
4. The statement immediately above this one is true.
5. The second statement below this one is true.

The solution is unique.

—Craig Kasper

ILLUSTRATION BY CARLOS TORRES

edited by paddy smith

TRIVIA

MOVIE PRESIDENTS

Even former actors can become president of the United States, but most actors have been content to portray the president on the silver screen. Can you match the actor (1–15) to the movie (a–o) in which he or she played the Chief Executive?

1. Polly Bergen
2. Michael Douglas
3. Andrew Duggan
4. Henry Fonda
5. Hal Holbrook
6. Walter Huston
7. James Earl Jones
8. Kevin Kline
9. Fredric March
10. E.G. Marshall
11. Bob Newhart
12. Donald Pleasence
13. Bill Pullman
14. Peter Sellers
15. Jack Warden

a. *The American President*
b. *Being There*
c. *Dave*
d. *Escape From New York*
e. *Fail-Safe*
f. *First Family*
g. *Gabriel in the White House*
h. *Independence Day*
i. *In Like Flint*
j. *The Kidnapping of the President*
k. *Kisses for My President*
l. *The Man*
m. *Seven Days in May*
n. *Dr. Strangelove*
o. *Superman II*

—Raymond Hamel

FOR THE RECORD

THOROUGH-FARE

The word ABACUS can be said to be "alphabetically thorough" as far as the letter C because it uses every letter of the alphabet up to and including C before it uses any letters that come after C. BACCARAT and CABARET are also alphabetically thorough as far as C. What is the shortest common word that is alphabetically thorough to E? To F?

—Craig Kasper

WORDPLAY

DOUBLE SPACING

A pair of double le__ers has b__n removed from each of the co__on words below. But take h__d: Each word's spaces can be fi__ed by two such pairs, but you ca__ot use any pair more than once. Using logic, you must d__m which mi__ing pair goes where; it's stu__ing that there is only one co__ect solution.

PU__LES
A__ESTING
DI__IDENT
A__OYING
SU__EN
SNU__ED
FLI__ERS
GAZE__ES
BO__OW
DRI__LING
CA__ILY
STA__ERING
BA__LEMENT
A__ESSED
STRA__LER

—Michael Selinker

TEASERS

ALPHABET CAMOUFLAGE

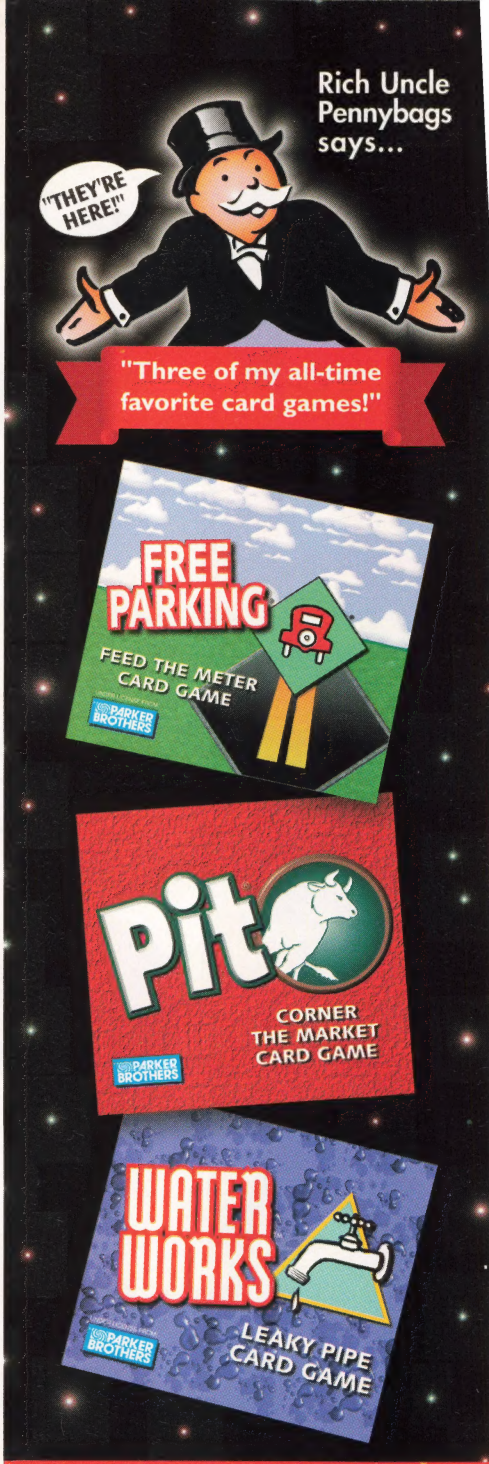
The sequence of letters below only looks like an alphabet. In reality, it is a list of words with all the spaces and most of the vowels removed (none of the vowels were Y). Can you reconstruct the list? Clues to the words in the series are given below, but not in the correct order.

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

"Bali ___"
BoSox great
Clear the windshield
Counting devices
Kind of filter for sunglasses
Lousy car
Milan Kundera novel (with *The*)
Most well-ventilated
Not transparent or translucent
Polish

—Francis Heaney

ANSWERS, PAGE 43



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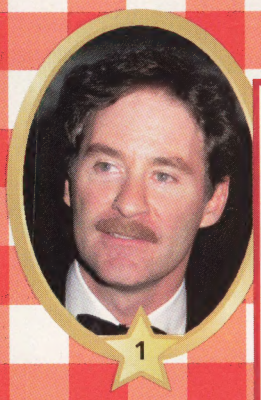

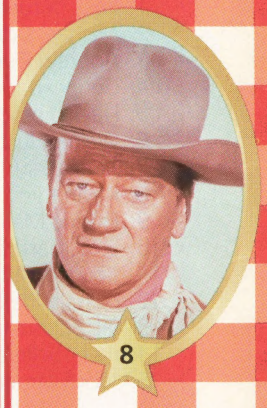

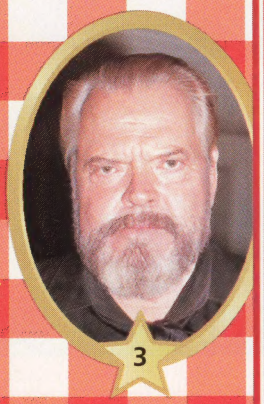

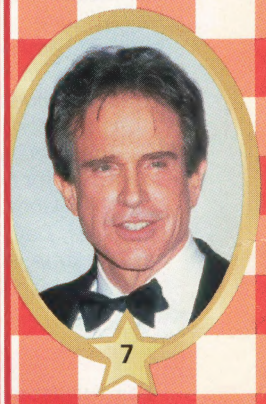

Recipes for Stardom

BY DONNA GEPHART

Here's a little food for thought straight from the GAMES banquet circuit. The first name of each celebrity positioned around the perimeter, when combined with the name of one of the culinary choices in the center, will give you another famous person. For example, combining Chuck Norris with a berry would produce Chuck Berry. Spellings need not match. If you can complete all nine choices on the menu, you've earned yourself a well-deserved rest(aurant).

ANSWERS, PAGE 41

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Code	Star/Artist
3811	3T
2251	Aaliyah
2231	AC/DC
2234	Ace of Base
2371	Aerosmith
6261	Aimee Mann
6673	Alanis Morisette
2541	Alice in Chains
7452	Alicia Silverstone
2553	All-4-One
5333	Andrew Keegan
7222	Antonio Sabato
2276	Barenaked Ladies
2322	Beastie Boys
2325	Beck
2381	Beverly Hills 90210
2582	Blues Traveler
2661	Bon Jovi
2692	Boyz II Men
7482	Brad Pitt
7364	Brad Renfro
2725	Brandy
3723	Brendon Frasier
4732	Brian Austin Green
7771	Bruce Springsteen
2321	Bryan Adams
2872	Bush
2267	Candace Cameron
6361	Chris O'Donnell
7522	Christian Slater
3267	Claire Danes
2656	Collective Soul
2683	Counting Crows
2726	Cracker
2723	Cranberries
6283	Dave Matthews Band
2241	Dean Cain
3371	Depeche Moe
7292	Devon Sawa
3871	Duran Duran
3874	Edward Furlong
9662	Elijah Wood
5641	Elton John
3682	En Vogue
4291	Ethan Hawke
3832	Everclear
3451	Filter
3663	Foo Fighters
2764	Garth Brooks
4461	Gin Blossoms
4664	Goo Goo Dolls
4737	Green Day
4861	Guns N Roses
5621	Heather Locklear
4651	Hole
4663	Hootie & the Blowfish
1431	Ian Ziering
4662	Immature
4631	Indigo Girls
4691	INXS
4761	Iron Maiden
9253	Jamie Walters
5222	Janet Jackson
7423	Jason James Richter
7741	Jason Priestly
4273	Jennie Garth
5225	Jeremy Jackson
5671	Jeremy Jordan
2277	Jim Carrey
6725	Joan Osborne
5292	Joey Lawrence
6351	John Mellencamp
3373	Johnny Depp
2728	Jonathon Brandis
8292	Jonathon Taylor-Thomas
7331	Keanu Reeves
7642	Kenny Rogers
5472	KISS
5674	KORN
5521	L.L. Cool J
5721	Lenny Kravitz
3423	Leonardo DiCaprio
5387	Letters To Cleo
5633	Lisa Loeb
5484	Live
5651	Lollapalooza Tour
7371	Luke Perry
2851	Macauley Culkin
6231	Madonna
2271	Mariah Carey
6275	Marilyn Manson
4674	Mark-Paul Gosselaar
6271	Marky Mark
6571	Mary Kate & Ashley Olsen
2543	Mary J. Blige
3841	Melissa Etheridge
6355	Melrose Place
6382	Metallica
2651	Michael Bolton
5221	Michael Jackson
6664	Monica
6682	Motley Crue
6371	Natalie Merchant
6391	New Kids on the Block
6461	Nine Inch Nails
6471	Nirvana
6491	Nixons
6276	Oasis
2232	Paula Abdul
7321	Pearl Jam
7462	Pink Floyd
7641	Poison
7731	Presidents of the U.S.A.
7742	Prince
7531	R. Kelly
7363	R.E.M.
6232	Reba McEntire
7332	Red Hot Chili Peppers
7872	Rusted Root
7251	Salt N Pepa
9651	Scott Wolf
7322	Seal
7324	Seaquest Dsv
7383	Seven Mary Three
3641	Shannen Doherty
2763	Sheryl Crow
7453	Silverchair
7541	Skid Row
7526	Slash's Snakepit
7621	Smashing Pumpkins
7682	Soundgarden
7722	Spacehog
6452	Steve Miller
3674	Steven Dorff
8521	T.L.C.
8321	Tears For Fears
8441	Tiffani-Amber Thiessen
8622	Toadies
2724	Toni Braxton
2667	Tori Amos
7732	Tori Spelling
8221	U2
8744	Usher
8262	Van Halen
4451	Vince Gill
6341	Vince Neil
9331	Weezer
4681	Whitney Houston

PLUS...OVER 500 MORE! (If your favorite group is not listed here, just press or say the numbers on your phone that contain the first 3 letters of the group, or artist's last name (i.e. BON Jovi = 266, Bryan ADAms = 232).

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